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SUBSCRIBE AND GET *BODY BLOWS* FOR NOTHING! Well, threats of violence have completely failed...

## 54 Public Domain

Steve takes a quiet wander through the jungle that is the Public Domain. This month, we got some stuff from people other than 17 Bit! Will wonders never cease?



## 86 Budget Games

What better way to sneer at Norman Lamont's feeble efforts to hang onto his job than deprive him of whatever few pennies he thinks this country can afford?

## 93 Talkback

At last people are starting to talk about things other than how much they love/hate/couldn't care about the new look. Like piracy (aaaaaargh!).

## 97 Boggit's Domain

We won't apologise for the Boggit - you all know where he lives, so sort him out yourselves. Wahey, we're feeling pretty tough now!

## 102 Buyer's Guide

After that little dig at the Boggit, we're feeling in the right mood to have a go at some of the worst games you can possibly spend your money on.

## Win! Team 17 Games - p36

Another awesome array of competitions has been lined-up for you this month. Two years supply of top Team 17 titles can be won on page 36! And what better way to appreciate them than by owning a super sexy Philips monitor, courtesy of Gremlin, on page 56. And well, if this all seems a little bit hectic, there's only one thing to do - relax with a weekend break for two in the sheep-sh... shearing land of Wales - turn to page 46 now for this ultimate Dizzy experience!





# EVENTS REVIEWS

## COVERDISKS

**O**ur boss wants us to highlight the fact we're GIVING AWAY THREE ENTIRE COVERDISKS THIS MONTH, so to get him off our backs, BUY THE WRETCHED MAG WILL YOU PLEASE? (Sob.) And in case we haven't plastered the fact all over the mag enough already, there's a huge number of demos for you to have a go at, including the superb *Chuck Rock II*, the amazing *Sink or Swim*, the excellent *Superfrog*, the outrageous *Dizzy*, the stupendous *Super Cauldron*, and the jaw-dropping *Pacman*.



## FEATURES



**W**e do our best, we do our best... This month we bring you an interview from top development house, Bullfrog, who tell us about the latest in the *Populous* series, *Syndicate* (page 19). We also take a squint at the upcoming Amiga CD-ROM scene and wonder: is it really worth it? (page 48). And tune into the first part of our series on networking giants, CompuServe, as we check out the attractions of this expanding scene (page 84).

## PLAYER'S GUIDES



**W**ith the ripples around the Amiga publishing industry dying down after our astonishing free GTGA book last month (okay, so we exaggerate), we continue to provide you with unrivalled service in the full solution department as we pick apart *Sabre Team* and the enormously tricky *Dragon's Lair III*. This only leaves us with one problem: what the heck do we do next month? Ah well, we're sure we'll think of something or other...

## CHARTS

**W**ell, what can we say? It's the charts really and there's not exactly a great deal we can expand upon. So come on, just think what we might have written here to fill up this space if we had a decent set of imaginations amongst us. Why, it might have been something rather like this... Anyway, the big question in the charts world this month is *Lemmings 2* - to be or not to be? As for *Body Blows*, well who knows? And is *Alien Breed '92* still hanging in there in the budget arena?



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They came, they saw, they multiplied.



## BLUEPRINTS

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### James Pond 3 .....60

He's back. Again. Great.

### Rules of Engagement .....66

Impressions give us deja vu.

### Soccer Kid .....70

Dribble over this potential platform wonder.

### Woody's World .....68

Save the beautiful Princess from her in-laws.



## The First Word

Well, we've made it to the May issue folks and why is this good news? It's because Amiga Action can be guaranteed to put a smile back on your face, a spring in your step and a hole in your pocket. Yes, we're sorry about the price increase, but it's not every day Amiga magazines put three disks on the cover. Pretty darn good value for money, wouldn't you say!

We're in party mood in the AA office at the moment, because we're now officially the best-selling Amiga games magazine in the world! We'd like to thank all our readers for making us Number 1, and we're determined to continue on this path. But then, nothing but the best from the best!

Regards,  
Alan Bunker - Editor.

### OVERSEAS READERS...

Due to rising costs, we are only able to offer our overseas readers one coverdisk. However, the disk you receive is the best one available - we guarantee it! And, the magazine now costs you even less than before at a staggeringly low bargain price.



Beast Balls looks so violent we're not even going to bother to take the P out of it. Yawn.

## Load of balls

Some politically dubious ideas lurk behind *Beast Balls*, the new release from Millennium. Ideas have been liberally (!) borrowed from movies like *Rollerball* and mixed about to create the following scenario: Set in the future, the world's leaders have gotten together (for once) and created a game to satisfy the blood lust of their populations.

Weapons are available and the game is specifically being targetted at 'sports games players and violence lovers', which is a brave move considering the furore surrounding violent computer games at the moment.

Anyway, meatheads can look forward to this creation appearing on their Amiga soon, price TBA.

## Mouth off

Cyberdreams have called their new game something so ridiculous that it is only for fear of our jobs that we don't humiliate them about it in these pages. But then, would you name a new game 'I Have No Mouth, and I Must Scream'? Anyway, it is an adventure game by Harlan Ellison. Ellison is one of the biggest writers on the US sci-fi scene and an adventure by the likes of him will certainly be something worth seeing. Expect it in the spring of 1994 (well, we like to think we're first with the news!)

"Hey, you seen my car, mate?"  
"I'm not your mate, mate." Etc.



We're expecting Scotty to burst through the wall muttering about the engines not being able to take it.

## Dreams to nightmares

Cyberdreams, the software house with the good taste problem, are set to twist whatever guts we have left after releases like *Dark Seed* (most of ours are on the kitchen floor) with their new escapee, *CyberRace*.

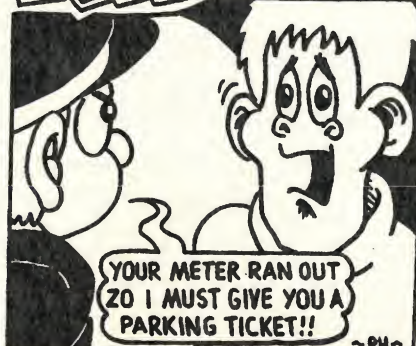
Having sucked the cerebellums of the likes of H.R. Giger for *Dark Seed*, they've turned to another film designer, Syd Mead, who's been responsible for the design of *Blade Runner*, *Tron*, *2010* and the first *Star Trek* film. Well, we hope the game's going to be more successful than those were.

But what we lot really want to know is 'how does it play?' Well, the galaxy's in turmoil, and rather than destroy themselves, everyone prefers to do battle on the Cybertrack. Naturally, you are going to have to spend some time racing on this track, and Cyberdreams reckon it'll all combine to be the 'most challenging race ever imagined'. Check it out in September, price to be announced.

## SOCCKER KID



## KID



OUR LITTLE FRIEND STOPS OFF FOR A SOFT DRINK IN THE LAND OF SUN-BED SNATCHERS..... GERMANY!!!!



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# CHUCK ROCK

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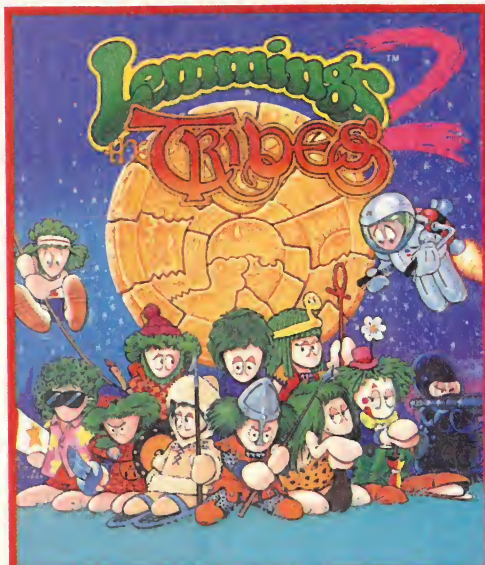
Available on Commodore Amiga  
(1 meg only)

Screen shots from Amiga Version



# NEWS →

## Oh no! More Lemmings merchandising



The Lemmings attempt to conquer the world. Pretty good for creatures with no sense of direction!

Psygnosis, in their determination to make *Lemmings 2* the world standard game, food, bed linen, footwear and anything else they could think of, are to release some *Lemmings* music into the wilds of the Pop Charts.

The Charts, famous for once being the sound of the nation and breaking new acts like the Beatles, are currently suffering at the hands of anyone with anything to promote but Psygnosis are undeterred by this and have signed up two guys who engineered the KLF to produce the single. These two guys are actually Nick Coler and Ian Richardson and are apparently *Lemmings* fanatics.

We've heard the record and think it's okay as promotional jingles go but somehow we feel that the days when you could invite a girl up to your room to look at your singles collection are fast disappearing. Expect to see the record on sale by the time this issue comes out.

## Flag drag

Millennium, makers of the *James Pond* series of completely bizarre fishy games (amongst other things), are set to release a title with the wild and crazy name *Flag*.

Whether this describes the reaction of the programmers to yet another 2am late stint at the office, or something a little more surreal isn't entirely clear at this stage.

The story behind this one involves villages of people being turned into mindless zombies and set to work on behalf of the ruling warlords of the planet Orm. (Two am stints allegory perhaps? Who knows?).

It is your job, as Grand Wizard, to free everyone in time for a huge victory celebration where they'll buy all the drinks and you achieve this by manipulating the game according to the various personalities you'll encounter along your journeys.

If this all sounds a bit RPGish, well, you'd be right, but who cares really (except RPG fanatics perhaps)?

Expect to see full-screen 3D animations, a two player option, a release date somewhere around May this year and of course, a review from your ever-reliable Amiga Action.

## "DESERT STRIKE™" SHOWS ITS TRUE COLOURS ON AMIGA™





## Down pat

Ever fancied getting involved in historical adventures, trading, politics, intrigue, piracy, romance, blackmail, money and the Bubonic Plague? Many thousands of Germans have gone for it in the new release from Daze, *The Patrician*.

The game is for one to four players and is set in medieval Europe at the time of the Hanseatic League, a powerful trading organisation. Your aim is to get elected as Mayor of your home town and then Alderman of the whole league.

You are also required to increase your political and social standing to truly self-deluding proportions, by any means – the dirtier the better – and juggle with the laws of economics too.

We're looking forward to having a spin at this in the Amiga Action offices as we're all untrustworthy megalomaniacal headcases here, so join us and expect this to be released in June.

# NEWS

## GVP accelerates away

GVP, makers of Amiga peripherals and therefore excellent blokes in our books, are crowing about the success of their new A1230 A1200 accelerator and RAM upgrade card.

The A1230 fits snugly into the expansion slot under the A1200 and accelerates the processor to a speedy 40MHz with the use of a 68030EC, something of an improvement over the slightly disappointing choice of a 14MHz 68020 in the A1200.



Check out the A1230. The word 'small' springs to mind, as does the word '£399'.

There's also room for up to 32Mb of 32 bit RAM (with 1Mb already fitted), and a maths co-processor if you like.

Prices start at £399 for the bog-standard boring 1Mb option for poverty-wallowers, and can be bought from Silica Systems.

## Dig this

Millennium strike again this month with another RPG name bound to get those juices flowing. It's called *Diggers* and once again there are worlds to be dominated, people to see and clichés to spout.

Your task is to set up on the mining planet of Zarg, a place well-known for its tricky geology, strange fauna and inexplicable appearances in 1950's sci-fi 'B' movies.

You start by choosing which one of four races you want to be. Each race has its own characteristics and you progress through the game by picking off one mining zone after another.

*Diggers* will be released in May this year across all Amiga formats, price TBA.

Hard to imagine – but the most realistic and most absorbing shoot 'em up known to the Western World – is even better on Amiga.

Only on the Amiga, can you destroy the plans of the Middle East's looniest dictator in an astonishing 64 flame-filled colours.

The detailed graphics of the Apache helicopter, SCUD's and nuclear reactors have all been completely redrawn. The gameplay has been improved to give you Amiga gamers that extra level of difficulty. And the AGA chipset means that the frame rate can be increased two-fold.



We've added digitised voices so that you can hear the MIA's desperate calls for help. And the re-written music and new sound effects will completely blow your minds.

If we tried to list all the new goodies, we'd soon run out of page. So instead, why don't you run along to your local games emporium and get blasting.

Desert Strike is a trademark of Electronic Arts. Amiga is a trademark of Commodore Amiga.

# ELECTRONIC ARTS



# NEWS →



Lock on to a target and nuke the blighter!  
Alternatively, blow up an apartment block or two.

## You're fired!

Anyone who's fancied jumping in and out of helicopters and wasting legions of drug barons but couldn't afford the plane fare to Columbia is undoubtedly going to be interested in *Firehawk*, the latest from Codemasters.

*Firehawk* originally kicked asses on the American NES, and the objective of rescuing paratroopers and frying half a continent remains unchanged.

We're not sure what the game is like but what we do know is that it is a overhead-viewing 360° scroller with not much in the way of a liberal conscience. Whatever it is, we're sure it'll make more entertaining viewing than watching social workers treat heroin addicts in Glasgow (unless you're into that sort of thing).

Anyway, expect to hit the shops now.



Skip lightly over the coca plains of south-west Columbia. Don't forget to pick up a jar of coffee!

## Heat wave

Ever remember *The Cannonball Run*? The film in which Burt Reynolds' moustache stole the show and everyone ogled the two girls in the black Ferrari? Well, those of you still too young to remember this film are probably the luckiest people alive...

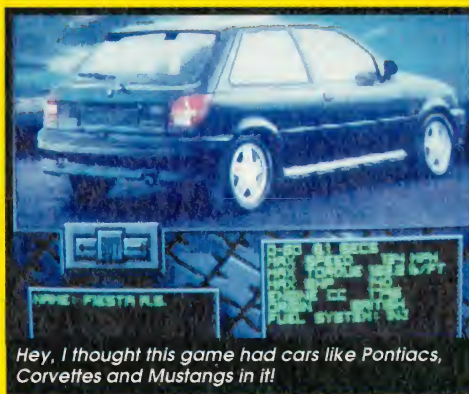
but just in case you'd forgotten, Ocean have released a new driving game, *Hot Hatches*.

The object is to race across Europe and America, and the only rule is that you have to possess a Hot Hatch to compete. If you don't know what a Hot Hatch is, it's a way of selling perfectly normal cars to gullible people by including words like 'hot' in the name.

In the American section, you'll get the chance to drive Corvettes, Mustangs and Pontiacs. Since America is just about the only place left on the planet that is still driving antiques like these, we hope you remember to pack a good cushion.

Perspective is from rear and above, and each country you pass through will manifest itself on-screen in some way. For example, in France, you'll get to squint at the Eiffel Tower.

The Police are after you too as this is an illegal race, although you'd have thought the easiest thing for them to do would have been to stop you at the ferry terminal. Ah well. Anyway, it's available in the shops now.



Hey, I thought this game had cars like Pontiacs, Corvettes and Mustangs in it!

## Nappy rash

Dr Peter Turcan, famous for fiendishly clever bits of games programming, is to release *Napoleonics*, a battle simulation title which allows you to stand in Napoleon's shoes and lose to the English.

If you can remember, Napoleon was the French geezer who did his best to unite Europe some 150 years before anyone else had thought of it, and almost pulled it off too. (Boggit would have been pleased!)

The game features highly detailed 3D graphics and the chance to have a go at Waterloo, Borodino, and Austerlitz.

*Napoleonics* will be available soon from On-Line Entertainment.



As you can see, Kevin Codner bears only the faintest resemblance to his on-screen namesake

## Contacts:

Telephone numbers:

Cyberdreams: 071 584 6960

Millennium: 0223 421526

Daze: 071 490 2944

Psygnosis: 051 709 5755

Silica Systems: 081 309 1111

Codemasters: 0926 814132

Ocean: 061 832 6633

On-Line Ent: 081 558 6114

## Out of place

You may have noticed one of our coverdisks this month is the excellent *Sink or Swim* from Zeppelin Games. The story surrounding this release involves the SS Lucifer going down off the coast of Greenland due to an iceberg inconsiderately trashing half of the boat's hull.

It becomes your task, as Kevin Codner, to bore the passengers into submission with yet another earnest and colourless film performance, thus saving the day. Or something like that.

Actually, you have access to jetpacks, dinghys, angels and other things you'd expect to find lying around a sinking ship based loosely on the Titanic.

Anyway, there's not much point in us jabbering on about it when you can play it yourself, so all that remains for us to tell you is that you can get this new release now.



# CREATURES



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TEAR-JERKING!  
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# OUT NOW ON ST & AMIGA



# SUPERFROG



Superfrog bounds about in a distinctly un-frog like manner. A highly strange way to spend the day if you ask us.



Every Team 17 game causes ripples of excitement throughout the computer games industry, and *Superfrog* is no exception. In this demo of their latest epic you must control a frog with super powers as he dashes around collecting objects, solving puzzles and battling enemies. To load the demo simply put the disk in the drive and the game auto boots.



## What's it all about?

Not only is this a demo of one of the hottest new products around, playing it will also give you the chance to enter a fabulous competition (details can be found elsewhere in the mag).

Each direction on the joystick will move our hero in the corresponding way. Pushing up will make him jump while down will cause Superfrog to duck.

Arm yourself by collecting the little frog heads that are lying around, and a quick press of the firebutton will send a missile on its way. Collect the wings that are on the floor and you will be able to fly. To do this jump up and repeatedly press the firebutton.

If you manage to complete the demo you will be given a code which you will need to enter our superb competition.

# CHUCK ROCK II

This game scored 90% in the last issue of *Amiga Action* and we thought it was so good that you should have the chance to play it as well. This demo is one level of the sequel to one of the top platform games of all time, in which you control Chuck Jnr, the son of Chuck Rock, out to rescue his dad, who has been kidnapped by Brick Jagger. To load the demo you will require your workbench disk. Load up the workbench, put in your coverdisk, and double click on the *Chuck Rock* icon when it appears. Then another *Chuck Rock* icon will appear (don't ask us why!) so double click on that to load the game.



Chuck Jnr. throws himself into the task at hand with gusto. Whoever gusto is.

## What's it all about?

After the demo has loaded you will be immediately in the thick of the action. Again the joystick directions correspond with the movements of Chuck Junior. Left for left, right for right and up to jump.

If you pull down on the joystick Junior will climb on top of his

club, enabling him to avoid taking hits from enemies at ground level. A quick tap of the firebutton will send Junior's club swinging towards any enemies, and if they get hit, they stay hit!

That's about it really except to say that the idea of the demo is simply to get to the end of the level.



# DIZZY'S EASTER EGGSTRAVAGANZA



**J**ust to get you into the Easter spirit, here are loads of levels from a specially written game entitled *Dizzy's Easter Eggstravaganza* (inspired by *Fast Food*, hence the name on the disk label). This demo is also tied into a compo, details of which can once again be found elsewhere. To load, put in the disk and type Dizzy when the prompt appears. A1200 owners must follow a different method (see bottom of this page).

## TAPE ON DISKS

We do try to ensure tape doesn't appear on the metal shutter but unfortunately we cannot always guarantee it. If you do get a disk like this, please be careful as to how you remove it. If the shutter gets damaged in any way, please return it to the address on the coverdisk page. Europress cannot accept any liability for disks which damage a disk drive.



▲ Run around picking stuff up and avoiding being killed. Pretty excellent fare really and all done superbly well.

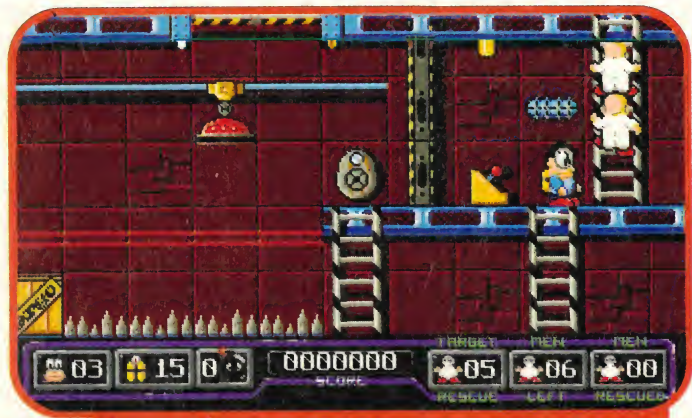
## What's it all about?

You must take control of everyone's favourite dairy product and guide him around the mazes collecting all of the nice things that are lying around, such as Easter eggs.

Also roaming the mazes are assorted nasty creatures. If Dizzy should come into contact with one of them he will be scrambled

and will have to restart. Control is by joystick and is just as you would expect, left to move left and so on. The best tactic is to pick up everything that looks pleasant, and avoid anything that doesn't!

If you complete all of the levels you will be given a code, which, yes you guesses it, is necessary to enter the competition.



▲ Up and down the ladders, looking for people you can practice your heroics on. Joy.

**T**o load this demo of Zeppelin's first attempt at a full-price game, insert your workbench disk. When the workbench has loaded put in your coverdisk, double click on the disk icon, then double click on the Sink or Swim logo and the game will load after just a few seconds wait. Once again A1200 owners should seek out the separate loading instructions elsewhere on the page.

## What's it all about?

The aim of the game is to rescue all of the passengers on a ship which has had the bad fortune to hit an iceberg and start sinking. You must take 'point' and hit the necessary levers and switches to open up a safe path for your fellow passengers to follow. One of your main problems is the ever-rising water level and the distinct lack of knowledge as to where the exit actually is!

# SINK OR SWIM

## A1200 LOADING INSTRUCTIONS

If you are lucky enough to own an A1200 then you will have to follow a slightly different process to load both of these demos. Put in the coverdisk, turn on your machine and hold down both mouse buttons. When the Amiga early start up control screen appears, choose Boot Options. Disable both CC0 and the CPU

caches and click on USE

Then choose Display Options and click on the original chip type icon. Click on USE and then on BOOT. When the CLI> prompt appears type in either DIZZY (Return) for the Easter Eggstravaganza, or LOADER (Return) for Sink or Swim.

DIZZY

PUBLISHER: CodeMasters PRICE: N/A TEL: N/A

SINK OR SWIM

PUBLISHER: Zeppelin PRICE: N/A TEL: 091 385 7755



# SUPER CAULDRON



▲ Get on that broomslick and saddle up. There's a world of good people out there that need an introduction to the Dark Side...

A long time ago a company called Palace released a game on the 8-bit formats called *Cauldron*. The game was a classic and an enormous success, so popular in fact that now, many years on, it has been revamped and improved for the 16-bit market. It is soon to be released by Titus.

In it you must take control of a witch who flies around the landscape on her broomstick shooting enemies, collecting objects and avoiding nasty creatures. This is an autobooting demo so all you need do is put the disk in the drive, switch on the power, and sit back and enjoy the delights of this game. The demo is compatible with all machines, but A1200 owners may experience some graphical glitches in the action (don't worry about it!).

## What's it all about?

First you must find your broomstick. Once you have done this there will be no stopping you! You can zoom around the screen picking everything up and killing things. What more could you want from a computer game!

Controls are not difficult to work out, but for those of you who need help, the directions on the joystick correspond with the movement on screen, and the fire button will unleash a deadly projectile at your foes. Once you have the broomstick, push up to launch.

# PACMAN DELUXE

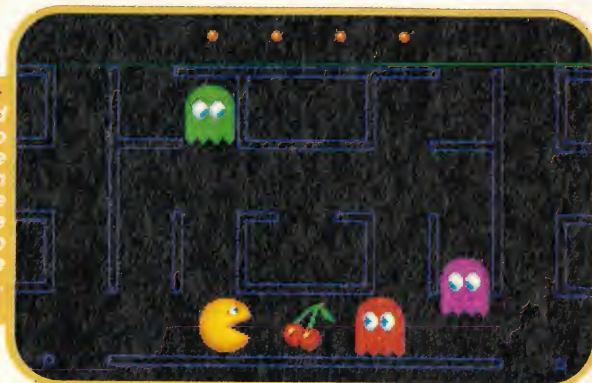
## DUFF DISKS

Problems with a coverdisk? Don't write to us, write to Duff Disks (Amiga Action), ProSoft, 5 River Gardens Business Centre, Spur Road, Middlesex TW14 0SN. If you send the disk to the Amiga Action office, your letter will go unanswered! Sorry!

This game may be in the Public Domain but as far as we are concerned it is one of the most addictive pieces of software we have had in the office for a long time.

You could be forgiven for thinking *Pacman* is extremely dated these days and has lost much of its appeal, however, once you have played this demo you are almost guaranteed to change your opinion! To load the demo insert your workbench disk and double click on the disk III icon, then on the *Pacman Deluxe* icon when it appears.

Woo woo woo! Yes, we're old enough to remember the original *Pacman* when everyone who was anyone pumped 10p pieces into the arcade machines.



## What's it all about?

The idea is to clear each maze of all of the little dots that are lying on the floor. This would be easy if it wasn't for the fact that there are four hungry ghosts in hot pursuit. If you touch one of them you will lose a life. Fortunately, you are not completely defenceless. Pick

up a power pill and the ghosts will turn blue. At this point you can imprison them for a few seconds, thus making your task a whole lot easier. Come on folks, there can't be a person among you who hasn't played this at least a zillion times.



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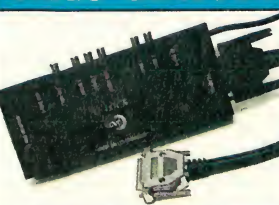
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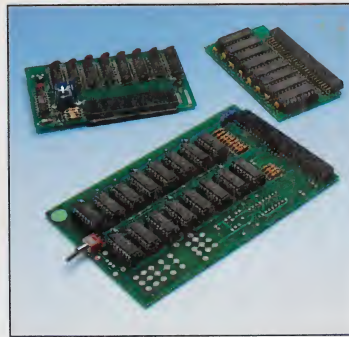
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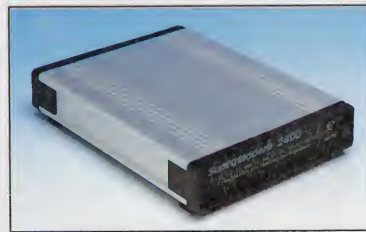
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# CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	★	<b>SLEEPWALKER - COMIC RELIEF</b>	OCEAN	£25.99	PLATFORM	85%
2	1	<b>STREETFIGHTER II</b>	US GOLD	£27.99	BEAT'EM-UP	90%
3	4	<b>PREMIER MANAGER</b>	GREMLIN GRAPHICS	£25.99	SPORT	90%
4	2	<b>SENSIBLE SOCCER 92/93</b>	RENEGADE/MINDSCAPE	£25.99	SPORT	90%
5	★	<b>LEMMINGS 2</b>	PSYGNOSIS	£29.99	PUZZLE	95%
6	★	<b>LEGENDS OF VALOUR</b>	US GOLD	£39.99	RPG	64%
7	3	<b>WING COMMANDER</b>	ORIGIN/MINDSCAPE	£34.99	SHOOT'EM-UP	80%
8	5	<b>ZOOL</b>	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
9	6	<b>INDIANA JONES - FATE OF ATLANTIS</b>	US GOLD	£37.99	ADVENTURE	91%
10	9	<b>NICK FALDO'S CHAMPIONSHIP GOLF</b>	GRANDSLAM	£25.99	SPORT	88%
11	12	<b>MONKEY ISLAND 2</b>	US GOLD	£37.99	ADVENTURE	95%
13	★	<b>HISTORY LINE 1914-1918</b>	BLUE BYTE	£34.99	STRATEGY	N/A
14	7	<b>AV8B HARRIER ASSAULT</b>	DOMARK	£24.99	FLIGHT SIM	52%
15	★	<b>SHADOWWORLDS</b>	KRISALIS	£25.99	RPG	86%
16	★	<b>ROME AD92</b>	MILLENNIUM	£29.99	RPG	81%
17	10	<b>CAMPAIGN</b>	EMPIRE	£34.99	STRATEGY	89%
18	20	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b>	VIRGIN	£29.99	SPORT	95%
19	14	<b>CIVILISATION</b>	MICROPROSE	£34.99	STRATEGY	92%
20	★	<b>JOHN MADDEN'S AMERICAN FOOTBALL</b>	ELECTRONIC ARTS	£29.99	SPORT	90%

★ = RE-ENTRY    ★ = NEW ENTRY

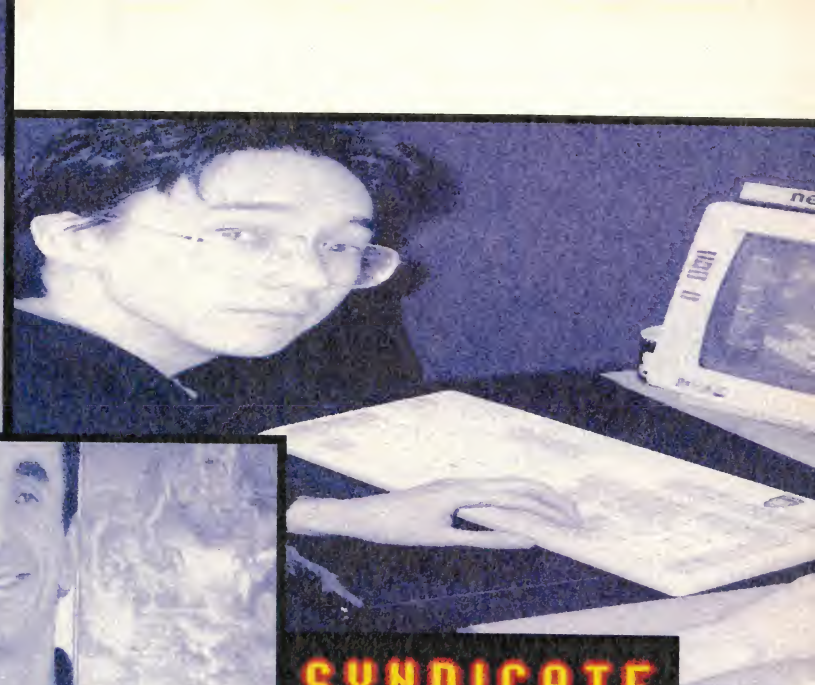
A flurry of activity in the chart as *Sleepwalker* takes the Amiga market by storm this month and goes straight into the Number One position, surprisingly loosening *Streetfighter II*'s stranglehold on the top spot. The Comic Relief game will not be able to get complacent with its success though, as by next month the *Lemmings 2* phenomenon will have gathered speed and be accelerating towards the prime position with a purpose.

Other events include the appearance of *Legends of Valour* at Number Six, *Historyline 1914-1918* at 13 and *Shadowworlds* at 15.

Next month will see the release of *Body Blows*, *Walker* and *Chuck Rock II*, all of which you can expect to see entering the chart at high positions.







***Is going into  
syndication  
always a  
guarantee of  
financial rewards?***

BY: **JASON SPILLER**



# BULLFROG *croaks again*

"In my wildest dreams, I'd never have guessed that I'd own a company that gives out little enamel badges to visitors" says Chief Bullfrog, Peter Molineux, as he pinned an oh-so tasteful company logo badge on my lapel.

The Bullfrog story is one of the most astonishing in the game design industry. Picture a Pizza Hut in Guildford five years ago: A two-man design team devising their first project. It would go on to smash the predictable conventional mould of video-gaming with all the conviction of a 30 pound sledgehammer.

The game, widely-respected as the most original concept ever, becomes one of the best-selling titles of all time, ordained with gongs galore and just about every ostentatious, ugly game industry award the world could throw at it. The design team is Bullfrog, the game, *Populous*. Now, after three years in production, Bullfrog is ready to show off its latest production, the stunning *Syndicate*.

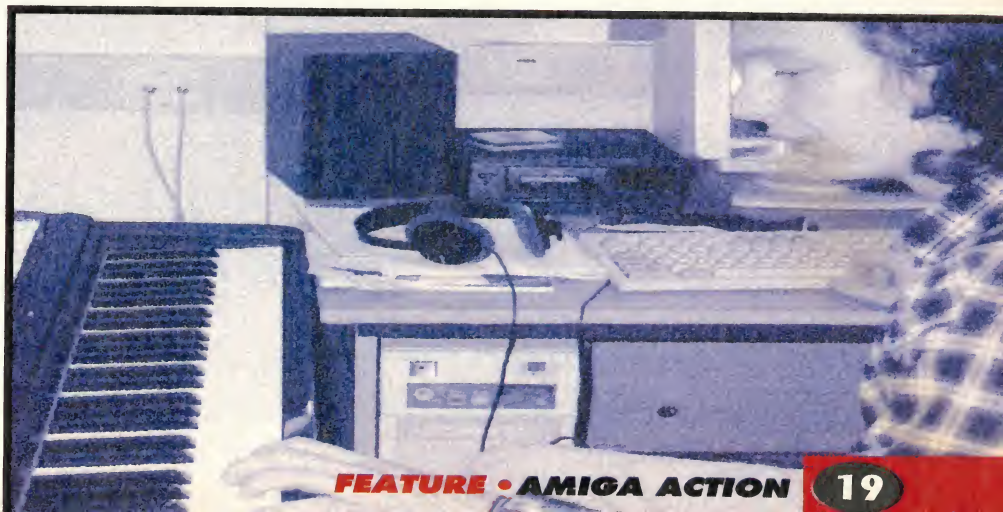
The record industry boasts a few artists who produce a record that is so successful that they need never make another; *Dark Side of the Moon*, *Brothers in Arms* and *Purple Rain* are examples. But such a claim could never be made in the computer game industry, until *Populous*.

In a market where the best titles rarely sell more than 50,000 copies, *Populous* is well on the way to selling 1.5 million copies grossing an

estimated £30 million.

As Molineux recalls: "It seems amazing now but we had a heck of a job trying to sell the *Populous* idea to publishers... The idea of divine deity must have sounded a bit soppy I suppose."

'What no punching, kicking or shooting in it?',





# BULLFROG

## croaks again



tended to be the general response.

"*Populous* was turned down by just about every publisher except Electronic Arts.

Rejection really tests the mettle of your conviction!" Molineux muses.

Phenomenal success prompted various *Populous* mission disks and then came *Powermonger*, a best-seller in its own right. To say the success of *Populous* was unpredictable would be an understatement. But it has literally afforded Bullfrog the time to master their art and affect a level of perfection that is literally unequalled. It also gave them the dubious honour of being the most sought-after design team in the UK.

If *Populous* and *Powermonger* could have been criticised, it was that the player was placed in an ultra-powerful, somewhat remote position – that of a god or general. But *Syndicate* redresses this by introducing a street-level, physical game aspect which features violence that will be controversial if it is to remain in its current state – especially as 'evidence' is piled up against video games and their 'influence' on violence and crime.

Molineux has his own thoughts on censorship: "I'm sceptical about any government saying what we can or cannot see... the implications are as sinister as anything in *Syndicate*."

The other game perspective, predictably, casts us mere mortals as head of a massive corporation vying with other massive corporations for global control. What is this fascination with power?

Molineux laughs: "I think everybody wonders what it would be like to have real power that could affect the world. Of course, most of us will never

know, and so I've always been interested in simulating awesome power over a computer-generated world."

A stunning cinematic introduction sequence sets the scene for *Syndicate*, a Ridley

Scott-esque future world of corruption, violence, fear... an untrusting and untrustworthy civilization. Molineux describes the concept further.

"As corporate chief you play the world domination game from a massive airship which travels above the cities. The player's control spans the manipulation of brainwashed individuals which can be customised for specific tasks and missions.

Notably, the player can decide the arcade to



strategy ratio."

Molineux continues: "We introduced API which stands for Adrenalin, Perception and Intelligence. Upon setting these levels, the player can manipulate

characters. Meanwhile, on a political level, your organisation is funded by the taxes which can be adjusted to pay for missions."

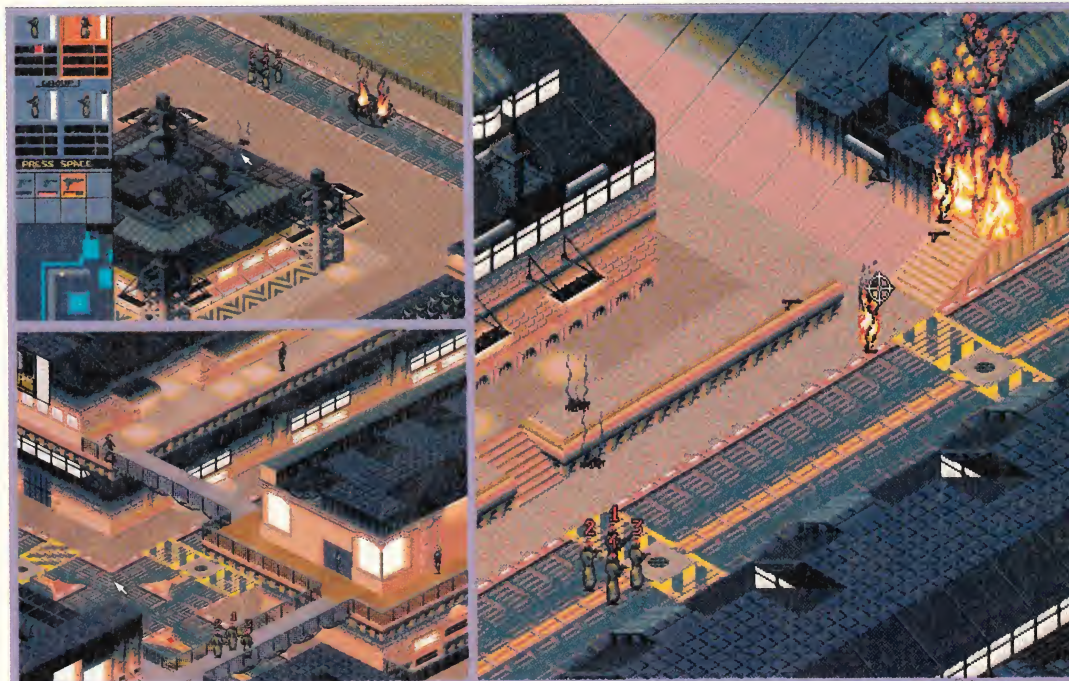
These missions are chillingly realistic from 'persuading' a woman from going to the press with some sex scandal story, to a full-blown, less than

subtle Mafia-style assassination.

The street level aspect of *Syndicate* is a microcosmic world, a voyeur's delight as you watch, unseen, thousands of individuals carrying out their lives. Molineux explains: "With *Populous* and *Powermonger*, we simulated representations of whole worlds but now we wanted to magnify life to show a city. We discovered it is immeasurably more difficult to simulate smaller, more intricate detail."

Undeterred, the team endeavoured to turn cities into real worlds with objects which are usable.

Molineux explains. "It's a working city! Now you can go up to a vehicle, get in and drive!" Meanwhile, hundreds of people mill around doing work keeping the city moving, each with their own personalities, emotions and objectives.



## "...we simulated representations of whole worlds





The game can be played violently or passively although the old 'he who lives by the sword shall die by the sword' adage applies. Says Molineux: "Pull out a gun on someone and they may defend themselves or run away in a blind panic. Either way, the controlling police force will retaliate."

So two distinct game aspects co-exist – the strategy/conquest element controlled from the airship and the brass tacks of reality on the street, seen through the eyes of your trenchcoat-clad agent able to infiltrate or wreak havoc on the city depending on what weapon he carries. He can pop off individuals or torch a building, leaving its occupants frying in flames.

The Bullfrog team spent a lot of time deliberating how to extend the control element to street-level:

"Finally, we introduced a weapon called the Persuadatron. All citizens are fitted with a controllable chip which you can hack into, which causes them to carry out specific missions or protect your agent when in peril," added Molineux.

Graphically, *Syndicate* is polished to perfection. Bullfrog's investment in the expensive 3D package 3D Designers was money well spent creating 3D objects with a vast variety of colours and textures with double the pixel resolution previously achieved. Sound effects and in-game music are truly cinematic.

A massive, intricate game with movie impact, *Syndicate* is set to hit the market with the same resounding success of *Populous*. We'll carry a full review of the game as soon as we get hold of a final copy of it. Watch this space... **AA**



but now we want to magnify life to show a city"



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# ACTION REVIEWS

Well, here we are again. More reviews. The best reviews. The best mag. The best-selling mag. How many more links can we turn into a boast about ourselves? Oh well, who cares – why not just turn the page and enjoy!

## INSIDE...



### DESERT STRIKE

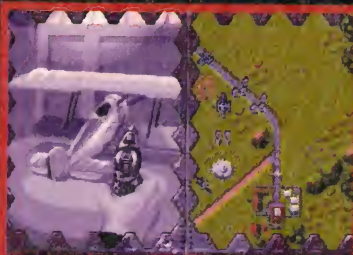
Wipe out half the Arabian Gulf and cause a repeat of the 70's Oil Crisis in this new war'em-up.

p24

### B17 FLYING FORTRESS

Take to the skies in a rickety old rust bucket. No, we're not talking about a DC-10, but a B17.

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### HISTORYLINE

If you are determined to have a good war (if there is such a thing), then Historyline may be worth a close look.

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## WE ALSO CAST A KEEN EYE OVER

Humans 2 – the Jurassic Levels, Arabian Nights, A-Train, and Abandoned Places 2.

## HOW WE RATE THE GAMES...

### THE LOW-DOWN

PUBLISHER: Electronic Arts  
CONTACT: 0753 549442  
TEAM: G Roberts, D Coughlin & R Molnitz  
PRICE: \$29.99

### SCORING

GRAPHICS	82%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	AVERAGE

The freedom to fly wherever you want and shoot anything you like, with the complement of attractive graphics and solid sound effects, can only lead to a good thing, and *Desert Strike* is just this. A surprisingly enjoyable conversion that doesn't break any new ground anywhere but does hover above many currently available shoot'em-ups. One of those you'll return to upon finishing and one of those you'll cherish for a long time to come.

REVIEWED BY: Alan

### SECOND OPINION

I found this a little primitive looking, actually! The graphics reminded me of the Spectrum's *Star Wars* but I guess there's not much you can do with sand. A good blast nonetheless.

OPINION BY: Steve

### OVERALL SCORE

90%

#### Release details

You will find out who is releasing the game, how you can contact them, and the price.

#### Graphics

Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

#### Sound

Scored in a similar way to Graphics

#### Playability

Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

#### Difficulty

We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

#### Comment

Find out our overall impression of the game here, and whether it's worth buying or not.

#### Second Opinion

On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

#### Overall Score

Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.



# ACTION REVIEW SHOOT'EM-UP

Stormin' Norman unveils his secret weapon – a whopping big chopper.



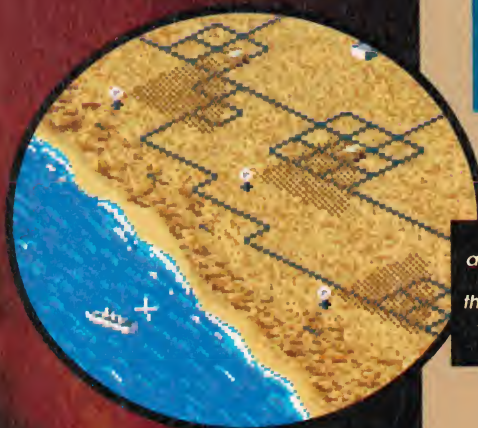
▲ The Apache gunship is a formidable piece of high-tech machinery. Desert Strike places you firmly in the cockpit with hands on the joystick.



▲ As you destroy the chemical plant, a missile strikes your tail. Where the hell did that come from?

▲ The battle scene is one of death, destruction and carnage. Airfields are well protected by anti-aircraft missile launchers and machine-guns. Once these are taken out, you are free to strafe the runway and destroy the hangars with your Hellfires; it's reaching this advantageous stage that's the problem! Once this is done, you can embark upon your next daring and even deadlier mission.

# DESERT S



▶ A map of the area indicates that heading out into the Gulf to the west is probably your safest bet!



After sitting for months and months at the top of the Megadrive charts, EA have at last catered for the Amiga owner with this formidable conversion.

Commanding an Apache gunship about the Middle East and attempting to prevent an insane dictator from overrunning the world – I wonder who this shoot'em-up could be about (said with a wry smile, twinkle in the eye and finger itching to hammer away at the firebutton)?

With a distinctly sandy 3D landscape and plenty of fanatical soldiers to quieten, rub your hands at the thought of cruising about the desert while doing





1. DESTROY THE RADAR SITES.
2. BLOW UP THE POWER PLANT.
3. BOMB THE AIRFIELDS.
4. HIT THE ENEMY COMMAND CENTRES.

▲ Before heading off into the desert, you must attend the briefing where your mission objective is given!

♥ Before taking the fuel from the back of the truck, you'll have to destroy the armoured car and enemy camp.



# STRIKE

your best for Middle East-West relations and the jobs of US missile manufacturers.

So what does a multi-million dollar whirlybird have at its disposal? Well, alongside a machine-gun, you can launch unguided Hydra rockets or guided Hellfire missiles.

The more explosive weaponry on board is obviously destined for anti-aircraft guns, factories, tanks and so forth. But for ultimate satisfaction, it's worth launching the odd Hellfire or two at a fleeing soldier just to ensure the smile is wiped from his face... as well as his nose, ears, hair and anything else that burns easily.

All firepower needs to be replenished, so don't waste ammunition or you'll find completing your various missions that much tougher. As for missions, follow orders and take out airfields, specific buildings, or complete rescue missions and so forth. There are four campaigns in total with a number of sub-missions for each.

## Hit or miss

Since your helicopter's armour depletes after sustaining a hit, you'll need to rescue stranded allies and return them to safety. In doing this, your armour rating will increase, generally helping your

survival chances.

As for ammo and fuel, crates of these are dotted about the scorching sands. Hover over them and lower your winch. Once you drag them aboard, your statistics will alter accordingly.

Fuel and ammo remaining, mission details and a glimpse of the locality are all available at the press of a key. Another press throws you back into the action. Similarly, knocking the Spacebar cycles through your weapon selection.

The only other controls after this involve rotating your chopper, pushing forward to accelerate and pulling back to slow down and





◀ Being described as 'a bit slippery on the winch' isn't much reassurance for the poor fellows you're rescuing.



retreat. Such simplicity really does enhance the playability and makes for a blast where you can actually concentrate on destroying targets rather than struggling with awkward manoeuvres.

This is also helped by the fact that your gunship flies at a set altitude. Beware of mountains and tall buildings though, as ramming into them can severely damage your Apache as well as your ego.

Another element of *Desert Strike* is the use of a co-pilot. At the beginning of the game, you must select a partner from a small group of available men. A piece of descriptive text on each is supposed to help you choose who is best suited to fly with you.

Co-pilots are the madmen who dangle from the winch while you fling your helicopter from side to side just to keep them on their toes. However, I couldn't tell any difference between the motley bunch but maybe that's because I was enjoying myself from the cockpit too much to bother with the poor soul below. So thanks

for the thought, EA, but this area feels like it's just been put in there to try and add an extra strategy factor to the proceedings – unfortunately, it just doesn't work! This is an action game, after all, and any semblance of wimpish activities like engaging the brain is just not on!

### Staged ending

After a successful campaign, you are presented with a password which allows access to the next stage. This means you'll never have to repeat completed assignments. Very considerate of the game's

designers, and something that the fleeing armies will probably be rather thankful for.



▲ One of your many teeth-curling missions is to rescue a group of stranded UN personnel. Before you can winch them aboard, you must annihilate the tank, and gun down the enemy soldier with the anti-aircraft missile launcher on his shoulder. That's right, the one that just blew away your tail end.



## Conversion comparison

I really enjoyed the Megadrive version of *Desert Strike* but had a feeling that the Amiga conversion wouldn't be able to compete. In the end, though, I'm quite surprised at the result. In my opinion, the conversion is commendable and everyone involved deserves a congratulatory pat on the back. The scrolling isn't as smooth on the Amiga and the speed doesn't seem to be on a par, either. But there's nothing that compares badly to the Megadrive's high standard of gameplay and the result is a more than satisfactory translation.



▼ Burning wreckage litters the desert as you unleash rocket after rocket at the enemy armour and infantry.



▼ Blowing a hole in the side of the jail allows the POWs to escape. Now take out the tank before it kills your men.



▲ Whatever you do, don't press the firebutton now! You can leave the ship if you like, and set about racking Operation Desert Strike.

▼ Just because you've fallen from the sky like a bird in a bucket of concrete and exploded into flames doesn't mean you can lie around!



## THE LOW-DOWN

PUBLISHER: Electronic Arts  
CONTACT: 0753 549442  
TEAM: G Robberts, D Collough & R Mollnitz  
PRICE: £29.99

S C O R I N G	
GRAPHICS	82%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	AVERAGE

The freedom to fly wherever you want and shoot anything you like, with the complement of attractive graphics and solid sound effects, can only lead to a good thing, and *Desert Strike* is just this. A surprisingly enjoyable conversion that doesn't break any new ground anywhere but does hover above many currently available shoot'em-ups. One of those you'll return to upon finishing and one of those you'll cherish for a long time to come.

REVIEWED BY: Alan

## SECOND OPINION

I found this a little primitive looking, actually! The graphics reminded me of the Spectrum's *Ikari Warriors* but I guess there's not much you can do with sand. A good blast nonetheless.

OPINION BY: Steve

## OVERALL SCORE

# 90%



# ACTION REVIEW PUZZLE

The cavemen with an attitude return to drag your Amiga off by the hair...

## HUMANS THE JURASSIC LEVELS

If violent computer games are supposed to turn mild-mannered children into slaving psychopaths, then you'd expect puzzle games to create a nation of crossword addicts. Or kids who spend an inordinately long time figuring out the best way to mug a pensioner. Well, whether *Lemmings* had this effect on people or not is a moot point, although it certainly did the heads in of the software industry's marketing departments.

*Humans* was the reply from a small company, Mirage, which promptly sold over 75,000 units across the Amiga and PC formats. And although Mirage don't like to hear the *L*-word mentioned too often, *Humans* was probably the best *Lemmings* competitor to be released, considering how the gameplay and interface had to be different.

### Human nature

Anyway, more *Humans* have finally been unleashed, containing 80 new levels and the same gameplay and characters. This time, you are given all the objects you should have collected upon your journey through the 80 levels in the first game – spears, torches and the like.

I should just point out that this game is not easy. Anyone who battled through to the end of the first *Humans* is expected to be up to a certain standard, and although the levels are of varying degrees of difficulty, I would not recommend this game to the novice, particularly since Mirage seem to be trying to appeal to both existing and new owners. More on this later.

Aspects of the game which have remained the same are as follows: You still select the 'active' human by use of the F/Cursor keys, and manoeuvre around by use of the joystick. Objects can be dropped or picked up with the Spacebar and Return keys. These combinations of controls are easy and

intuitive to use.

The time limit remains, and you had better be prepared to spend some serious hours at the keyboard. The version of the game we played still hadn't had the proper time limits put in, so they defaulted to 9 minutes 59 seconds, and I can tell you this was barely sufficient for my first

few goes!

However, the main complaint has to be that there just isn't enough new here to justify calling this a proper sequel. Now Mirage are almost claiming this to be one, but are hedging their bets a bit by releasing this as a data disk too, and this has obviously meant certain restrictions have been imposed as to how far the gameplay can develop. Unfortunately, besides minor changes in the plot of the game (no more evolution), things are just too similar to the first game to really capture my imagination.

Is this game as good as *Lemmings*? Well, no. Is it as good as the first *Humans*? Well, yes, but that's mainly because it IS the first *Humans*! I'm not convinced my interest could hold up through 80 more levels. Still, this continues the *Humans* tradition and will fill a gap in the market between *Lemmings 2* and the launch of the next sequel to *Humans*... whenever that will be.

▼ Does one really need the Shamen to Walk The Dinosaur? (Arrgh! – Ed.)



▼ Use the rope to climb up or down from some of those trickier platforms.



▼ Use the torch on the bush to clear your way to the exit from the first level.



## THE LOW-DOWN

PUBLISHER: Mirage  
CONTACT: 0367 241 300  
TEAM: Imagitec  
PRICE: £29.99

S C O R I N G	
GRAPHICS	83%
SOUND	83%
PLAYABILITY	80%
DIFFICULTY	TRICKY

This is really just more of the same rather than anything like a sequel. The first *Humans* made a decent splash on the Amiga scene and this should ripple along nicely but you have to ask yourself if spending £20 on a data disk or £30 on the stand-alone is justified when all you are getting is 80 more levels with very little new. *Jurassic* doesn't stack up to *Lemmings 2*. It isn't a bad game but there isn't enough new here to justify implying that this is a sequel.

REVIEWED BY: Nick

## SECOND OPINION

I enjoyed this, but on reflection, Nick is right to say that this is really just an additional 80 levels to the first game, and not a sequel. Mirage have hedged their bets a bit too much on this one.

OPINION BY: Alan

## OVERALL SCORE

# 79%



# Rubysoft

MAY DAY  
MADNESS!

When service  
matters...

MOST!



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# ACTION REVIEW PLATFORM

A turkish delight or a pile of monkey's brains?  
Let's find out...



# ARABIAN



▲ Now that's what I call a steak knife. And all you have to fend him off with is a puny dagger. Wonder if he'll swap?

Under the guise of a complex plot (pah!), *Arabian Nights* is the typical platform adventure scenario. Yes, go forth and rescue a princess in a flowing gown and glowing aura from the clutches of a dastardly demon.

Your journey is more dangerous than riding a camel into Iraq while wearing Union Jack shorts and singing God Save The Queen in a ridiculously loud voice.

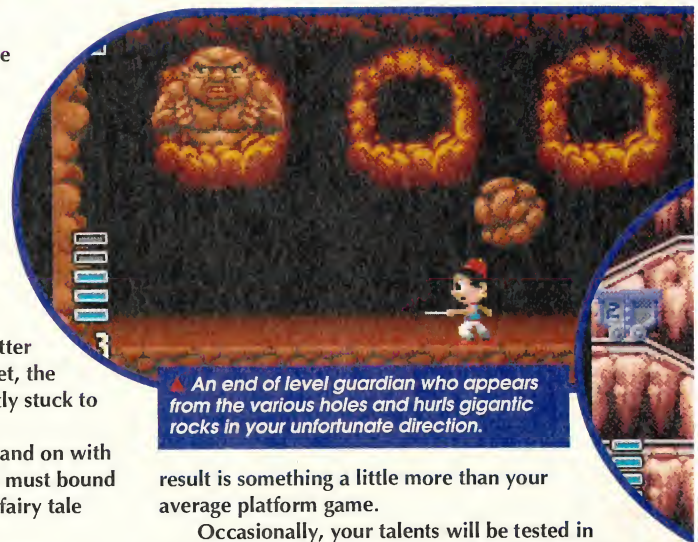
In other words, the princess had better be worth it – a Diana and not a Margaret, the worst example of what a fag permanently stuck to your lower lip can do to you!

But enough of this pointless banter and on with the show. As a spritely young hero, you must bound between the many platforms about the fairy tale land you live in.

## Bubbling excitement

With 10 stages in total, each area presents you not just with bubbling lava pits, sword-hacking and baggy trousered foes, moving platforms and so forth, but also a small cluster of puzzles and problems to solve.

While such brain-tingling activities aren't too complex or commonplace, they do demand a touch of thought and add depth to the gameplay. The



▲ An end of level guardian who appears from the various holes and hurls gigantic rocks in your unfortunate direction.

result is something a little more than your average platform game.

Occasionally, your talents will be tested in other areas. For example, I hope your shooting is more accurate than the US Marines because some blasting is required; board a flying carpet, take to the skies and bring down the cloud-hugging enemies. In fact, the action is about as subtle as the Marines!

Another variant of the game is the minecart race. Leap into a cart and compete against the computer controlled cart, the winner being the first to reach the end of the bumpy ride. Just push left and right to move, and hit fire to jump over

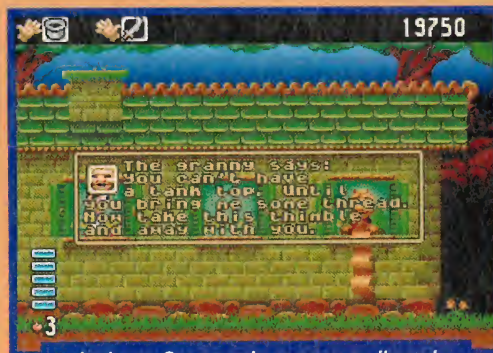
"Honey, I blew up the Gran"



▲ By disturbing the bear, you've upset him and caused him to cry. Awww!



▲ And down this well, you'll find your old pal (and bordering on senile) Gran.



▲ And now Gran wants some more thread before she'll knit you her special.

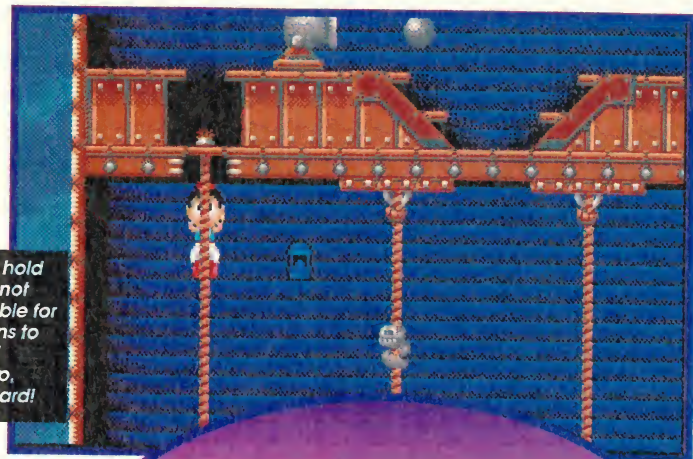


▲ Use Gran's thimble to catch the bear's tears, quickly filling it up.





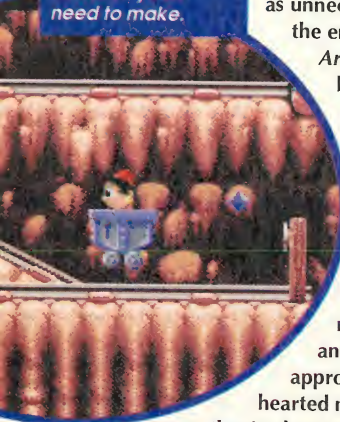
With cogs darting after you, spiked ball and chain swinging for you and platforms to negotiate, your life is not a happy one!



Inside the hold of a ship, it's not really advisable for those cannons to be firing, is it! Abandon ship, jump overboard!

# NIGHTS

You're slightly behind! Remember to jump over magnets and look out for the many changes of direction you'll need to make.



obstacles or bounce onto a higher track you'd otherwise pass by.

Such changes in gameplay might be regarded as unnecessary. I mean, in the end you'll buy *Arabian Nights* because you want a slick platform game and therefore interruptions may be as welcome as an innumerate genie.

However, they do provide a refreshing breather and should be approached in the light-hearted manner in which they've been produced.

Guardians defend some end of levels and you'll need to fathom out a way to dodge their offence whilst conducting one of your own. An energy bar always illustrates your strength and similarly for all aggressive characters throughout the game, not just the big muthas you encounter when you think it's all over. Thankfully, energy can be replenished by collecting and drinking potions.

Objects you do gather can be used by pressing the Spacebar. This accesses your inventory where you can select an item to hold. Whatever you have in your hands is used automatically at the appropriate time in the game.

A few other points worth mentioning are as follows. Firstly, the main sprite has an inertia effect bestowed upon him. This means you have to take care when approaching the edge of platforms.

## Flipping heck

Secondly, the screen scrolls and flips. The supposed reason behind this is that the programmers didn't want the player to be able to anticipate everything that was ahead hence the flip screen at times. Fair enough. But when the screen does scroll, the action is really racy and similar to that of Titus' *The Blues Brothers*. I just want to make clear that this is a definite plus point and not a negative one!

And finally, Krisalis have taken every opportunity to sprinkle the caper with humour. Take for instance the prisoner hanging from the wall by chains – when you get him down, he wanders away with arms stretched out of place.

Then there's the granny who knits you something very special but she does it so fast, the poor woman blows up before your eyes!

It's all these nifty little touches and more that makes *Arabian Nights* a title to look out for in the near future.



While cruising the skies on your Magic Carpet XR3i, shoot the missile-firing foes and dodge flying sheep!

## THE LOW-DOWN

PUBLISHER: Krisalis  
CONTACT: 0709 372290  
TEAM: Simon Pashley & Co.  
PRICE: £25.99

S C O R I N G	
GRAPHICS	79%
SOUND	78%
PLAYABILITY	87%
DIFFICULTY	EASY

A fine example of a slickly programmed, attractive platform puzzler. *Arabian Nights* won't set the world alight but it's still neat, crisp and competent. My main gripe is the difficulty level which is too easy and although the puzzles are a pleasure to solve, they're ultimately very basic. Even so, this will satisfy many and is a step forward for Krisalis' Amiga games reputation. And it's all to the soundtrack of some funky Middle Eastern tunes, too!

REVIEWED BY: Alan

## SECOND OPINION

My three wishes would be for more taxing puzzles, more levels and a sequel! Although the main sprite wears a fez, *Arabian Nights* is lacking that touch of Tommy Cooper pazazz.

OPINION BY: Steve

## OVERALL SCORE

# 82%



Pour the tears onto the plant which will then grow toward the locality of the thread.



Give Gran the thread, watch her weave a carpet with magical properties... then boom!



# BACK ISSUES

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## ISSUE 34 JULY 1992.

CODE 8475.

Cover - Zool

Coverdisk Demos - Liverpool, Bug Bomber, five PD Games

Reviews - Addams Family,

D/Generation, Dune, Lure of the Temptress, Monkey Island II, Pushover, Sensi Soccer, Striker, Zool.  
GTGAs - Deliverance, Shadowlands

## ISSUE 35 AUGUST 1992.

CODE 8476.

Cover - Going For Gold

Coverdisk Demos - Dojo Dan, Steg, D/Generation

Reviews - California Games II, Civilisation, Bane of the Cosmic Forge, Epic, Goblins, Mega Sports, Risky Woods, Steg, Super Tetris, Wizkid.

GTGAs - Addams Family, Monkey Island II

## ISSUE 36 SEPTEMBER 1992.

CODE 8477.

Cover - Battle For the Skies

Coverdisk Demos - Goblins, Tornado, Ugh!, 4 PD Games

100 Best Games Ever supplement

Reviews - Air Bucks, Air Support,

Crazy Cars III, Fascination, Guy Spy, MegaTraveller 2, Premiere, Ragnarok, Ugh!  
GTGAs - Monkey Island 2, D/Generation, Shadowlands

## ISSUE 37 OCTOBER 1992.

CODE 8478.

Cover - Kick Off 3, Beast 3, Lotus 3

Coverdisk Demos - Fireforce, Tearaway Thomas, Hoi, Dithell's Wonderland

Reviews - Amberstar, Archer McLeans Pool, Beast 3, Captain Dynamo, Fireforce, lost Treasures of Infocom, Lotus 3, Sim Earth, Tennis Cup 2, Troddlers

GTGAs - Hook, Fire and Ice, Lure of the Temptress

## ISSUE 38 NOVEMBER 1992.

CODE 8479.

Cover - Nigel Mansell

Coverdisk demos - Pinball Fantasies, The Chaos Engine, Zool

Reviews - Amos Pro, B.A.T. II, Doodle Bug, Curse of Enchantia, Pinball Fantasies, Sabre Team, Putty, Sword of Honour, Aquatic Games  
GTGAs - Goblins, Premiere, Dojo Dan

## ISSUE 39 DECEMBER 1992.

CODE 8480.

Cover - Lethal Weapon

Coverdisk Demos - Alien Breed 92, Nick Faldo, Cytron, Donkey Kong  
Free GTGA Book - Zool, Sensible Soccer, Beast III

Reviews - Assassin, Caesar, Cytron, Legend of Kyrandia, Lethal Weapon, McDonald's Land, Nigel Mansell, No Second Prize, Paladin II, Premier Manager, Road Rash, Shadowlands, Tiny Skweeks, Ween

GTGAs - Goblins, Dizzy Yolkfolk

## ISSUE 40 JANUARY 1993.

CODE 8481.

Cover - Streetfighter II

Features - Blister (!)

Coverdisk Demos - Road Rash, Goblins 2

Reviews - Alien Breed 92, BC Kid, Bill's Tomato Game, Campaign, Goblins 2, Gunship 2000, KGB, Sensible Soccer 1.1, Streetfighter II, Tearaway Thomas

GTGAs - Legend of Kyrandia, Plan 9 from Outer Space

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**CODE 8482.**

**Cover** – Darkseed  
**Coverdisk demos** – Zool A1200, Nigel Mansell, Robin Hood, Elevation  
**Features** – GamesMaster Live, Future Zone  
**Reviews** – Dalek Attack, Dark Seed, Dragon's lair III, Harrier, Fate of Atlantis, Joe and Mac, Trolls, Voyage Beyond, WWF II  
**GTGAs** – FULL SOLUTIONS: Indiana Jones and the Fate of Atlantis (The Graphic Adventure), The Curse of Enchantia

**ISSUE 42 MARCH 1993.**

**CODE 8483.**

**Cover** – Altern 8  
**Coverdisk Demos** – Body Blows, Furmyre, Creatures, Unsensible Socc  
**Features** – Altern 8, Zool 2  
**Reviews** – Combat Air Patrol, Creatures, Lionheart, Nick Faldo, Sleepwalker, The Chaos Engine, Transarctica, Waxworks, Wing Commander  
**GTGAs** – Dark Seed, Ween

**ISSUE 43 APRIL 1993.**

**CODE 8484.**

**Cover** – Lemmings 2  
**Coverdisk Demos** – Abandoned Places 2, Lemmings 2, Walker  
**Free GTGA Book** – Alien Breed 92, Goblins 2, Classic Tips. Games Index, Classic Tips  
**Features** – Arcade Show, Zool coin-op, On-Line, Hard Drives, Virtual Quest Virtual Reality  
**Reviews** – Body Blows, Crystal Kingdom Dizzy, DPaint IV, Legends of Valour, Lemmings 2, Lethal Xcess, Sim City Deluxe, Son of Chuck, The Greatest, Walker, Universal Monsters  
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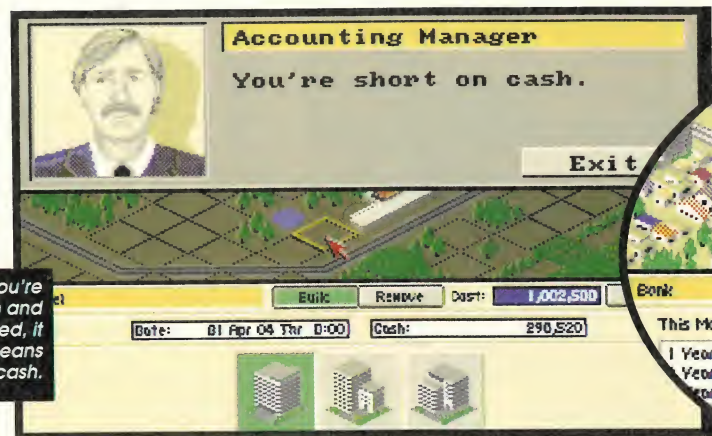
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# ACTION REVIEW STRATEGY

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# A-TRAIN

Everyone is aware of the excellence of MicroProse's *Railroad Tycoon* and it was probably inevitable for a copycat version to appear soon afterwards.

*A-Train* has had a relatively low profile during development which I find surprising considering the quality of the product. Strategists and *Tycoon* fans will no doubt adore what is a complex and

engrossing age of railway capitalism.

The idea behind *A-Train* is to make lots of money. Where most people rehash dire pop songs and prance about on *Top Of The Pops* to make mega bucks, you have to do things the hard way.

Expand your rail network, buy trains and generally grow into something of Amtrak proportions. But laying down rails and zipping back

## Chuffed to be here



- 1: Lay or remove track over the unused landscape.
- 2: Place your prized possessions on the railway.
- 3: Access the train screen where you can buy and sell locos.
- 4: Erect a factory to provide employment and resources.
- 5: Start placing commercial centres in your towns.
- 6: Construct hotels to bring in the holidaymakers!
- 7: Golf courses are expensive to build but are a good attraction.
- 8: All the fun of the fair - at a price!
- 9: You can't do anything without creating at least a couple of stations.
- 10: Sort out your timetables to keep everyone safe and happy.
- 11: Nothing like a Help option to take off the pressure.
- 12: Don't build a ski resort in the middle of a city!
- 13: Stadiums are sure to bring in plenty of money.

- 14: High-rise apartments house lots of potential passengers.
- 15: You can lease buildings to improve your bank balance.
- 16: If you want to buy some land, this is where you do it from.
- 17: Information for the financial aspects of the game.
- 18: Here's one of your trains. I'll bet it's late.
- 19: Storage depots hold all your raw materials for construction purposes.
- 20: Stations vary in size and cost - it's up to you to decide which you want.



▼ To create a huge empire, you'll need money! So speak kindly to your bank manager.



watch your profits rise.

Close monitoring of your financials is imperative. The bank is always on hand to lend you money but they'll charge extortionate interest rates – see what I mean about realism! Investing in the stock market is possible but as always with this approach, the risks are great.

However, when things are going well, the rewards can be very beneficial.

The whole game is mouse controlled. Click on the various icons to access sub-menus and execute commands; it's all very simple and effective.

For games of this much depth and involvement, you can expect the speed of things to be affected. While not particularly fast, I found the evolution of events and response time to my commands to be quite acceptable.

## A is for ample

A-Train is not something you can expect to complete within the space of a few days. It's a long-term game that should provide ample interest and entertainment for those willing to spend the time. Naturally, a Save Game option is incorporated.



▲ From the satellite view, you can see how well your world is developing. It also helps you to zoom-in on areas.

and forth along them is not enough.

There has to be a purpose in your journeys. In other words, you'll have to construct homes and businesses near your stations to attract potential passengers. To do this though, you require raw materials to build with. Therefore, you have to balance your own business with a number of freight trains. With all this going on, I hope your timetable is up to scratch and efficiency is optimised.

## Revenue revue

By causing your empire to grow near attractive locations, you could set up a holiday resort consisting of hotels, fairgrounds and other forms of entertainment. Revenue from this is seasonal as it is in reality.

Actually, realism is something A-Train is overflowing with. For example, there is little use in operating passenger trains late at night when few people need transport – set them going during the rush-hour to



▲ As dusk settles in, it's bright lights, big city time. Passengers are a rarity, the stock market closes and only freight trains rumble by.



▲ Once you have a fleet of trains, the importance of schedules increases. Maximise efficiency and avoid collisions!

► Dabble on the stock exchange to lose your business, home, wife, mistress and anything else you may have hidden away!



## THE LOW-DOWN

PUBLISHER: Maxis  
CONTACT: 061 832 6633  
TEAM: Artdink  
PRICE: \$34.99

S C O R I N G	
GRAPHICS	86%
SOUND	76%
PLAYABILITY	85%
DIFFICULTY	TRICKY

Exciting graphics and tons of gameplay leads A-Train to near the front of strategic simulations. Regardless of the in-game music more befitting to the mystery of Mean Streets or the sleazy downtown exploits of a Larry adventure, A-Train grasps you by the collar and pulls you into its world of big business and... sandwiches.



# competition

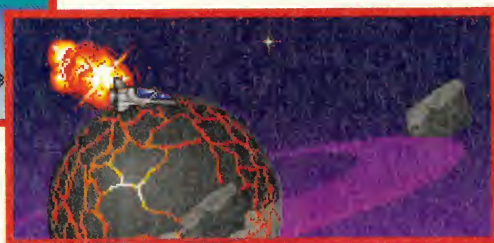
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ADI ENGLISH (12-13)	16.99	FABLES & FRIENDS - LEGENDS OF KRYNDAL	19.99	LURE OF THE TEMPTRESS	19.99	SECRET OF THE SILVER BLADE (1 MEG)	19.99
ADI MATHS (11-12)	16.99	FANTASTIC WORDS (BEAUS, PRATES, MEGALOMANIA)	19.99	MAN OF STEEL	9.99	SENSIBLE SOCCER	18.99
ADI MATHS (12-13)	16.99	FANTASTIC WORDS (BEAUS, PRATES, MEGALOMANIA)	22.99	MANIC MINER	9.99	SHADOW OF THE BEAST 3	19.49
ADVANTAGE TENNIS	16.99	FANTASTIC PARK (COLORADO, BOSTON BOMB)	10.99	MCDONALDLAND	17.49	SHADOWLANDS	19.49
AIR BUCKS	10.99	CLUB CRYSTALS OF ARBOR	14.99	MONIA SPORTS (SUMMER GAMES 1&2, WINTER GAMES)	16.99	SHADOWY WORLDS	15.99
AIR SEA SUPREMACY (WARSUP, SILENT SERVICE, NOVA)	19.99	FINAL COPY 2 WORD PROCESSING	69.99	MERLINS MATHS (7-11)	18.99	SHUTTLE	19.99
AIR SUPORT	19.99	FINAL FIGHT	16.99	MICRO ENGLISH (6 YEARS TO GO) & MICRO ENGLISH (19-99)	19.99	SILENT SERVICE 2 (1 MEG)	22.99
ALIEN BREED SPECIAL EDITION 1 MEG	19.99	FIRE & ICE	16.99	MICRO FRENCH BEGINNERS TO G.C.S.E. AND O.C.E.	19.99	SIM ANT	22.99
ALIEN (LIGHT PHAZER GAME)	9.99	FLAME OF FREEDOM (MIDWINTER 2)	13.99	FORMS TO NATIONAL CURRICULUM	15.99	SIM CITY & POPULOUS	15.99
AMINOS	7.99	FLOOR 13	19.49	MICRO GERMAN BEGINNERS TO G.C.S.E. AND BUSINESS	18.99	SIM CITY ANCIENT CITIES	8.99
AMOS (GAME CREATOR)	29.99	FORMULA 1 GRAND PRIX	23.99	MICROPROSE 3D GOLF	19.99	SIM CITY FUTURE WORLDS	9.99
AMOS 3D (REQUIRES AMOS)	19.99	FUN SCHOOL 2 (1 MEG)	7.99	MONSTER PACK 2 (KILLING GAME)	13.99	SIM CITY TERRAIN EDITOR	8.99
AMOS EASY (JUST STEPS TO PROGRAMMING)	22.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SPACE CRUSADE	12.99
AMOS PROFESSIONAL (THE ULTIMATE AMIGA PRO)	44.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SPECIAL FORCES	22.99
GRAMMARS TOOL	14.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SPEEDBALL 2	15.99
ARCADE	14.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SPELLING FAIR (7-13)	18.99
AQUATIC GAMES	19.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SPLIT OF EXCALIBUR (1 MEG) (NOP)	9.99
ARABIAN NIGHTS	15.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STARSHOOT	18.99
ARCADE OF MACELEANS POOL	17.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STEVE DAVIS SNOOKER	3.99
ARKANOID 2	8.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STORM MASTER	18.49
ARMALYTE	9.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESS PLAYER 2100, DEUTEROS)	19.99
ARMOUR GEDDON	19.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STREETFIGHTER 2	18.99
ARMOUR GEDDON 2	19.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STRIKER	18.99
ASHES OF THE EMPIRE	23.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	STUART PEARCE'S SOCCER SELECTIONS (KICK OFF 2, MICROPROSE, SOCCER, MAN UNITED, INTERNATIONAL SOCCER)	9.49
ASSASSIN (1 MEG)	17.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SUPER HANG ON	9.49
AVBB HARRIER ASSAULT	24.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SUPER HERO	19.49
AVBB HARRIER ASSAULT	24.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SUPER SPACE INVADERS	18.99
BABARIAN 2 (PSYGNOSIS)	14.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SUPREMACY	18.99
BAT 2	22.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	SWAMPY OF SCOTLAND	6.99
BATMAN THE MOVIE	8.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	T.N.T. (APB, HARD DRIVIN', TOOBIN, DRAGON SPIRIT, X-YBOTS) (NOP)	7.99
BATTLE ISLE (NOP)	19.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	TEAM YANKIE	17.99
BATTLE ISLE DATA DISK	19.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	TERMINATOR 2	18.99
BEACH VOLLEY	8.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	THE ENFORCER (LIGHT PHAZER GAME)	9.99
BILLS TOMATO GAME	15.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	THE LOST TREASURES OF INFOCOM 1 (20)	27.99
BIRDS OF PREY (1 MEG)	22.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	THE MANAGER (NOP)	19.99
BLACK CRYSTAL	19.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	THUNDERHAWK	9.99
BLUE MAX	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	TITUS THE FOX	9.49
BLUES BROTHERS	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	TRODDERS	15.99
BREACH 2 (ENHANCED)	18.49	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	TV SPORTS FOOTBALL	15.99
BUSINESS PACK FOR AMIGA	44.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	UGLY	15.99
WORD PROCESSING, K-SREAD 2, SPREADSHEET & K-DATA	64.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	ULTIMA 8	12.99
DATABASE	64.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	ULTIMA 8 (1 MEG)	19.99
DEADLY	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	UTOPIA	11.99
DEADLY 2	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	UTOPIA NEW WORLDS DATA DISK	11.49
DEADLY 3	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	VIKINGS - FIELD OF CONQUEST	16.99
DEADLY 4	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	VROOM	15.99
DEADLY 5	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	VROOM DATA DISK	12.49
DEADLY 6	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WALKER	19.49
DEADLY 7	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WHEELS OF FIRE (HARD DRIVIN', POWER DRIFT, CHASE H.Q., TURBO, OUTRUN) (NOP)	7.99
DEADLY 8	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WING COMMANDER 1	22.99
DEADLY 9	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WIZ KID	18.99
DEADLY 10	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WIZARDY 8 - BANE OF THE COSMIC FORGE	24.99
DEADLY 11	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WOLFCHILD	11.99
DEADLY 12	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E ASOOP (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 13	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 14	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 15	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 16	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 17	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 18	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 19	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 20	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 21	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 22	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 23	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 24	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 25	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 26	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 27	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 28	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 29	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 30	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 31	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 32	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 33	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 34	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 35	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 36	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 37	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 38	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 39	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 40	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 41	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 42	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 43	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 44	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 45	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 46	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 47	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 48	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 49	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 50	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 51	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 52	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 53	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 54	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 55	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 56	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 57	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 58	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 59	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 60	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 61	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 62	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 63	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 64	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 65	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 66	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 67	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME)	13.99	WORDSWORTH V1 1E A800 (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A800)	79.99
DEADLY 68	8.99	FUN SCHOOL 3 (2 MEG)	16.99	MONSTER PACK 2 (KILLING GAME			



# ACTION REVIEW FLIGHT SIM

▼ This game isn't just about bombing, oh no! You will also come under heavy attack from German fighter planes.

# B17 FLYING FORTRESS

Seventeen. What an age.  
How do MicroProse handle  
their trip into nostalgia?

**B**17 is more than just your ordinary flight simulator. In fact, I have heard it described as more like a role playing game but before all you war fanatics turn the page at the mention of that most disgusting phrase, stop, because it isn't strictly true.

## Take a flyer

If you go into this expecting a straightforward simulation of one of the major contributory factors to our success in World War II, the so-called Flying Fortress, then you will be seriously

disappointed. What you do get is a complete simulation of the plane, its crew, and what life was like for the people inside the plane.

RPG is perhaps not the right term for the non-flying elements involved. Crew management is probably the best way to describe it. Finding the right people for the job is essential, and also being able to find the second best person to cover if one man gets injured during the course of a mission.

If you are to give *B17* a serious go then managing the 10 man crew efficiently will be the first step to success.

The actual flying of the plane is more than a little strange. You will spend very little time physically piloting the aircraft. The majority of your time will be spent manning the other stations. You will have to be proficient at controlling all the crew's activities when it becomes necessary to take manual control. These include becoming the navigator, bombardier, one of eight gunners, and of course pilot or co-pilot.

Unfortunately, as you can only be in one place at once, this means you have to rely on the rest of your crew to keep going.

However, they are not infallible and will make mistakes, especially when they are inexperienced at the beginning of their

careers. For instance navigators will lose their bearings and become lost, bombardiers will fail to release their load at the correct time and so on.

Your crew do become better at their jobs as the game progresses but how many people are prepared to wait that long? It is at the beginning when you are not entirely sure what's going on that you will need most help.

Another major factor is the speed, not of the program but of the game itself.

MicroProse have gone all out for realism in this release but the B17 Bomber is

not the most nippy of planes. In fact it is a huge great lumbering beast of an aircraft that hardly moves at all.

This is a real problem as far as the game is concerned. There are long periods where absolutely nothing happens as the bomber crawls towards its target. OK, I know there is a

time skip that lets you advance by up

to half an hour but is this really an acceptable solution? I'm not sure.

A nice feature which could have been incorporated would have been the ability to fly in a fighter escort which went with the bombers to protect them on their way to the target. This would have given the player the chance to get involved in some dogfighting action instead of the tedium of the trip to the target.

*B17* isn't all bad though. If you can survive long

enough to get an experienced crew then you can get a great deal of excitement out of bombing power stations and the S.S. Headquarters in Berlin. It is just not a particularly enjoyable game in my opinion.

## THE LOW-DOWN

PUBLISHER: MicroProse  
CONTACT: 0666 504326  
TEAM: MicroProse Leeds  
PRICE: £34.99

## SCORING

GRAPHICS	82%
SOUND	85%
PLAYABILITY	70%
DIFFICULTY	TRICKY

**Y**ou cannot fault *B17* either in the technical or realism departments. Where it does fall down though is in gameplay. There is just not enough to keep the interest of anyone but the most die-hard simulator fan. I enjoy nothing more than a good flight sim but for my money this just doesn't come up to scratch. There is nothing wrong with the actual game or its programming, it is the idea behind it that doesn't quite come off.

REVIEWED BY: Steve

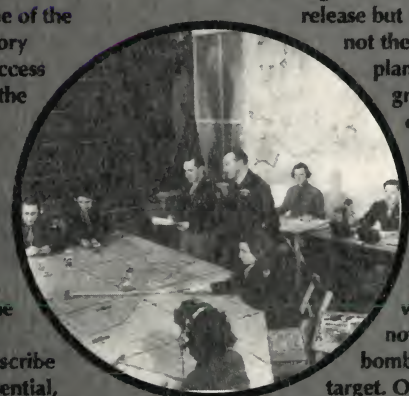
## SECOND OPINION

*B17* takes a while to get into but unfolds into a superb and ambitious simulator. Navigation and bombing is hard to master at first – but you will. Give it time. My score? 90%

OPINION BY: Whitey

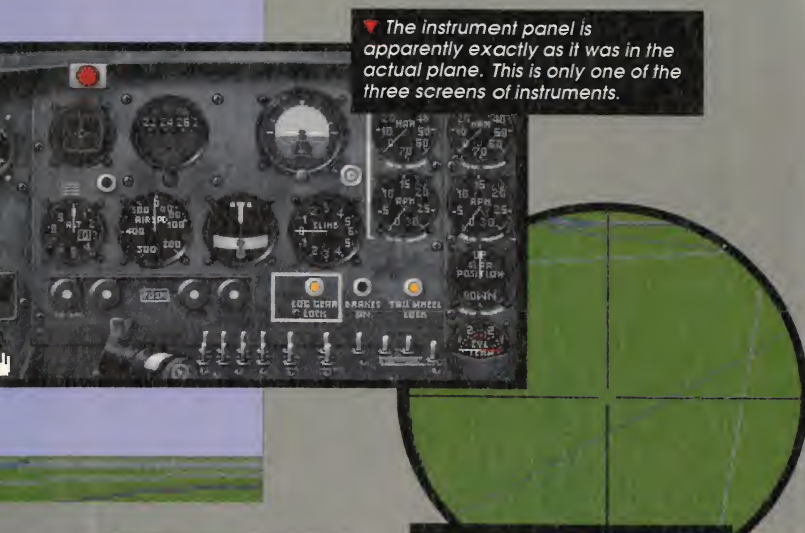
## OVERALL SCORE

# 73%



▲ One of the nicest touches is the ability to customise your own bomber.





▼ The instrument panel is apparently exactly as it was in the actual plane. This is only one of the three screens of instruments.

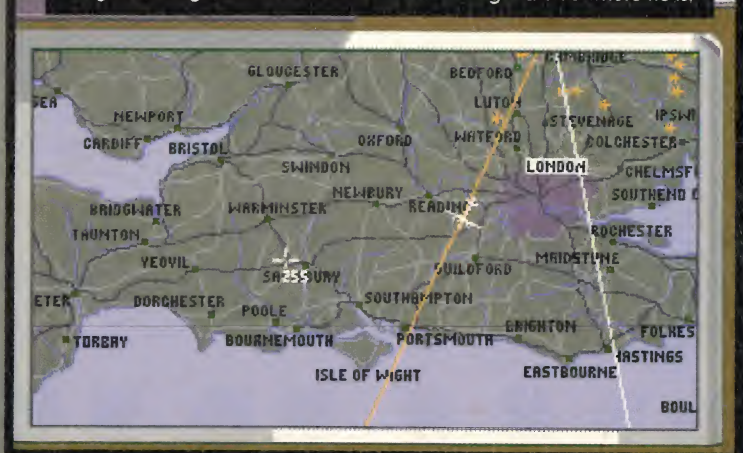


▼ Crew management is a vital part of B17 Flying Fortress. Some flight sim fanatics will consider this close to blasphemy!

▲ That's it, the bombs are away, all that's left now is to turn and head for home.



▼ This is the navigator's map. I don't know why they call him a navigator though, as most of the time he hasn't got a clue where he is!



▲ Some would describe the B17 as a thing of beauty, others would say it is a huge lump of metal that cannot move nearly fast enough.

# FOOTBALL TACTICIAN 2

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# ACTION REVIEW STRATEGY

Dust down your trenchcoat, polish your bayonet and spend four years in a muddy puddle with Blue Byte's latest strategy bonanza.

▼ It all starts in Berlin, where to the accompaniment of a stirring tune, the story begins to unfold.



▲ The handy miniature map gives an overall view of just how poorly you're doing.

"**B**asing a game of strategy on the terrible First World War is a daring enterprise", claims the instruction manual proudly. Quite a strange statement I thought, not personally being able to depict any evidence of derring-do in simply cashing in on one of the bloodiest conflicts the world has ever seen.

Then I realised where developers Blue Byte hail from and was able to appreciate that a WW1 strategy game by a German company is indeed a risky venture.

The USA is well known for its stout refusal to accept that the Vietnam War was anything but a complete shambles, earning the country nothing more than tens of thousands of pensionable teenagers and worldwide humiliation. So my initial reaction to *Historyline* was that it was a similar reaction from the natives of the Fatherland, intent on justifying their failure in combat as a successful contribution to the Great Patriotic cause.

## Get real

But apparently not. It's made perfectly clear right from the start that the game is only a game and that no attempt has been made to gloss over the realities of what actually took place.

So what did take place then? Essentially, two opposing parties spent the best part of four years killing each other in any manner they saw fit. Great; sounds good – plenty of scope here to integrate a few grisly scenes of carnage, one would have

# HISTORY LINE 1914-





# Hooray for Tommy



HEAVY ARTILLERY

▲ Heavy Artillery – long range, but stagnant.



BUNKER

▲ Bunker – for those cowardly "tactical" stand-offs.



SUPPLY CAR

▲ Supply car – er... it carries supplies.



MEDIUM ARTILLERY

▲ Medium artillery – good movement range, decent fighters.



CAVALRY

▲ Cavalry – excellent movement range.



INFANTRY

▲ Infantry – poor movement, excellent close in fighters.

thought, but again – no.

Blue Byte believe – and not unreasonably so – that tactical planning and above all, enjoyment, is of utmost importance in an affair such as this. It is to this end that they have devised *Historyline* in such a way as to be instantly accessible, rewarding, and educational.

Dwelling not so much on the War, but on the gaming aspect as it does, none of the campaigns in *Historyline* are exact recreations of those that actually took place, although the basic aim obviously remains the same.

After a gorgeously presented but lengthy intro which seems to narrate virtually every event leading up to the war and having decided whether you wish to pit your wits against a friend or the ever-willing computer, the game screen finally arrives, and it is here where a pleasant surprise occurs.

Unlike most titles of this ilk, where the only

control option consists of a combination of mouse clicks and keyboard controls, *HL* can be operated solely by a single joystick, proving Blue Byte's claim regarding its ease of use.

Two multi-scrolling maps make up the game screen – one is yours and one your opponent's – which in turn combine to form a larger, overall map of the battle area. On every map each side has its own stronghold, the simple idea being to take up occupancy inside the enemy walls to emerge as victor.

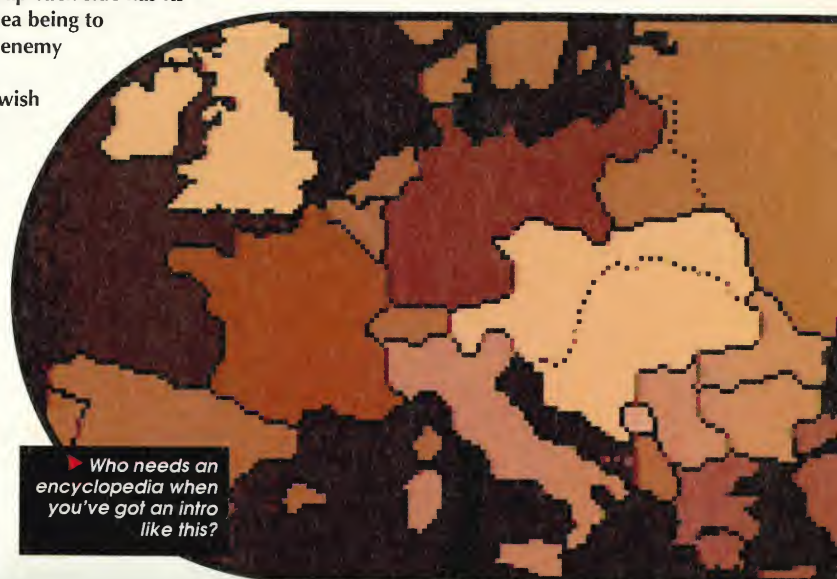
Of course you can if you wish don your Michael Ryan loony tunes hat and run amok destroying everything in sight – it provides the same end result if executed properly, although losses of artillery and troops tend to

be a bit heavier.

On the subject of artillery, your army is quite limited at first, since the game closely follows the technological advancements of the war. Let me explain some more...

There are 24 battlegrounds in all and game lore has it that a period of two months elapses between

# 1918



► Who needs an encyclopedia when you've got an intro like this?





each of the 24 individual battles (totalling four years – the length of the war).

Towards the end of the conflict you will be controlling such mechanical pioneers as the legendary Fokker bi-planes and British Mark IV tanks but initially your weapons will be of a more basic nature, such as mobile cannons, cavalry, and disease-ridden ground troops.

Your controlling cursor is in the form of a hexagon, which when your army is in Movement Mode dictates the movement of your troops.

It really is very simple to operate. The range of movement of a particular unit will obviously depend on what that unit is and against what kind of artillery you are fighting. The whole area becomes darkened, leaving only a few light hexagons into which you can move, the process being repeated for every controllable unit.

Since the game spans the entire length of the war, the weather varies with the changing seasons and your troops will find themselves coping with snow, ice and other conditions, all of which affect their effectiveness.

Although the individual battle maps are quite small, the range of movement is extremely limited early on and it takes many minutes before the game actually begins to take shape. When the opposing sides do finally meet, an animated

sequence accompanies each head on battle, all of which are well drawn, and are accompanied by realistic sound effects.

At first these seem like a nice addition but as the game progresses I found they got increasingly tiresome, particularly for those with single drive machines (which is the vast majority of you after all).

The problem is that when in extended battle mode – i.e. fighting out the whole war – a huge amount of disk swapping is required and even on an A1200, which is what I used for the most part, a single animated sequence can

take three or four minutes to complete. Not only that but as the game progresses, a few individual battles may be taking place at once, meaning several minutes of nothing but disk swapping.

Once loaded, the animations can be skipped but there is no option to toggle them off and the resulting tedium really does detract from the game in a big way.

On some of the battle fields there are factories which you can use to rebuild or repair vehicles and weaponry. Depots can also be built, which on completion become extra strongholds that don't need to be captured.

The depth and thought behind *Historyline* is undeniable and it is presented in such a way as to bear out the programmers' claim that it is one of the most accessible games in the genre.

It can virtually serve as a history lesson in its own right thanks to the massive intro and occasional in-game snippets.

Throughout its course the game concentrates heavily on strategy and tactics and steers purposely away from the bloodshed and mayhem of the conflict.

It's a brave step – and commendable too, since there are any number of games on the shelves which can easily quench our thirst for gore.

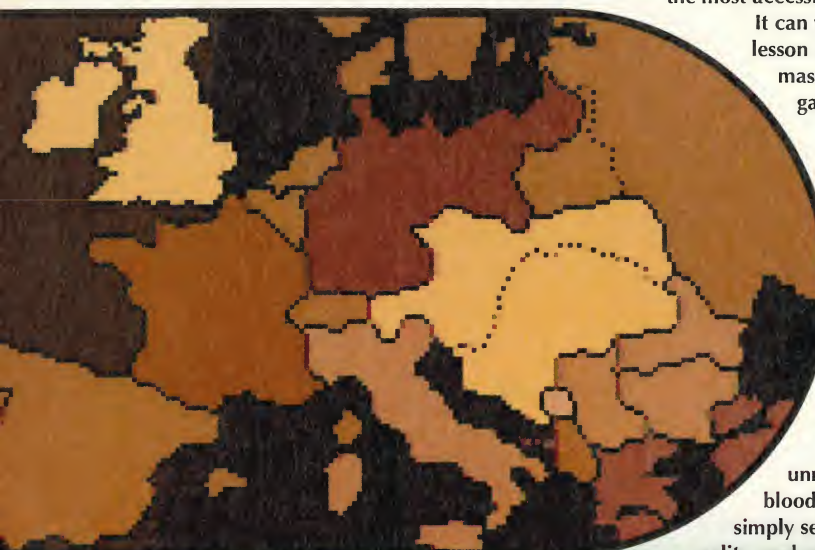
Much of this gore is unnecessary though, whereas any bloody scenes in *Historyline* would simply serve as a stark reminder of reality, and with their exclusion, leave the

game minus an element of realism.

This is not to say that what we have here is a half hearted product – far from it. The level of information and depth of gameplay, topped off by excellent graphics and atmospheric tunes make for a real value-for-money package.

Unfortunately though, due to its slow progression and tedious loading processes, what could so easily have been an outstanding product instead finds itself standing next to the rest.

Don't know why they can't just charge over there and do the job properly.



## THE LOW-DOWN

PUBLISHER: Blue Byte  
CONTACT: 0727 868005  
TEAM: In-House  
PRICE: £34.99

S C O R I N G	
GRAPHICS	81%
SOUND	80%
PLAYABILITY	76%
DIFFICULTY	TRICKY

There are any number of strategy products on the market that, come this time next year, will be nothing but distant memories, replaced by newer, better efforts. *Historyline* outshines most of the competition in terms of graphics and sound, but comes unstuck in that it often becomes tedious to play. It tries to avoid the horrors of war, and in doing so renders itself rather flat. It's a very deep game though, and should you persevere, you will be well rewarded.

REVIEWED BY: Paul

## SECOND OPINION

As the follow up to *Battle Isle*, it surpasses its predecessor in every department. It's informative and realistic, but I can't help thinking it could have gone just a little bit further.

OPINION BY: Alan

## OVERALL SCORE

# 75%



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# ACTION REVIEW ROLE PLAYING

Role playing games come and go, so will ICE's latest be left out in the cold?



▲ Some of the enemies you come across in the later stages are tough to defeat, but if you can get that far, you should be able to handle it.

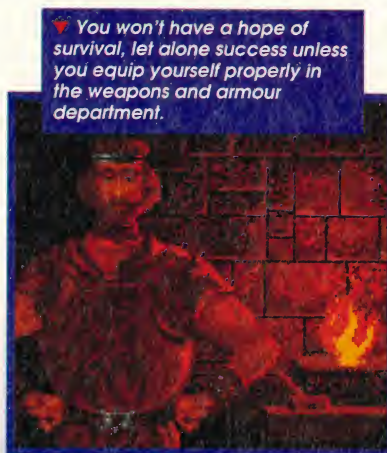
# ABANDONED PLACES

**L**et's get one thing straight right from the start. *Abandoned Places 2* is big – so big in fact that I wouldn't be surprised to learn that this is the largest RPG ever to have appeared on the Amiga. You will have an idea of just how immense this game is if you played last month's coverdisk demo.

That contained one third of one of the dungeons and was quite large in itself. The actual game contains 32 dungeons and this means that the finished version is a staggering 96 times bigger than the demo featured on last month's disk.

As they always say though, size most definitely isn't everything. There would be little or no use in creating a huge game if no one had the slightest interest in playing it, but thankfully this isn't the case here.

The first *Abandoned Places* was released to a flood of critical acclaim, and of course the absolute delight of thousands of RPG fans. Although it was a hard act to follow, the development team have



▼ You won't have a hope of survival, let alone success unless you equip yourself properly in the weapons and armour department.

done an excellent job and even improved on the superb original.

The story goes something like this: It is now 400 years after the death of Bronagh, Prince of Evil. His creator Pendugmahle has returned to take his revenge on the kingdom of Kalyntia. Dowgen was once leader of the ancient Order of Arbitrion – now he has felt the need to reconvene the Order to protect the innocent. To do this he must recall the

ancient heroes who have been lurking in frozen torment for the past 400 years. Your quest is to lead the heroes throughout their journey and confront Pendugmahle in the desperate battle that will take place in the third dimension.

Before you get to this, there will be many hours of play involved. The gameplay department offers nothing staggeringly new but what it does do is take the best elements of games such as *Eye of the Beholder* and mould them into a very advanced and extremely user-friendly playing system.

## Spell hell

Spellcasting for instance has been made very simple to use. It has always been a pet hate of mine when programs make you mix the different ingredients necessary to make the spell yourself. Here you just click on the icon once to ready the spell, then again to cast it. It's as easy as that!

▲ When the sun goes down you will have to be even more on your guard!

▼ If you are of a nervous disposition you had better steer well clear of AP2, or you may find yourself screaming with fright. OK, I'm exaggerating!

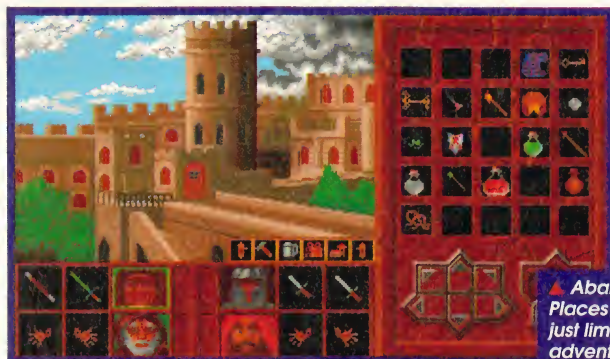


▲ Make a mistake and you may receive a visit from a very special character. Yes, Death himself will come calling!





# ES 2



Don't be surprised at what attacks you as you wander around Abandoned Places 2. In the forest you come across some bears. Oh joy.

Abandoned Places 2 is not just limited to adventuring in dungeons. You must also explore forests, cities and castles.



More of those terrifying creatures! They seem to bar your path every way you turn at some points.

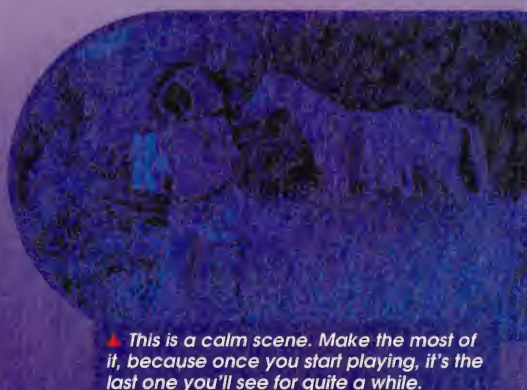
If I had to make a complaint it would be about the combat. When so much thought has obviously gone into the rest of the product, I cannot see why the combat system would seem to have been ignored. The main fault lies with the fact that you are given no visual representation of your action on screen. For instance, if you were to swing an axe at a

Your journey will be a long and arduous one, so get stocked up on handy provisions such as food, firelighters, AK47s etc.



monster, the only thing that happens is your character's hand greys out. This may not sound like a major problem, but it can get extremely annoying when in the heat of the action you have to constantly look at the hands of the characters to see if you actually used the item or not.

Overall, this is one of the most impressive RPGs I have played for a long time. It is obvious that the programmers have put a lot of effort into creating a sequel. It is always nice to see a software house prepared to put the time in to ensure a quality product rather than rush releasing it to make as much money as quickly as possible.



This is a calm scene. Make the most of it, because once you start playing, it's the last one you'll see for quite a while.

## THE LOW-DOWN

PUBLISHER: ICE  
CONTACT: 0453 756993  
TEAM: In-House  
PRICE: £34.99

S C O R I N G	
GRAPHICS	87%
SOUND	80%
PLAYABILITY	80%
DIFFICULTY	TRICKY

RPGs are always going to have a limited appeal for the majority of people, most of whom are quite content to play games which require no thought at all. While there is nothing wrong with this in moderation, it is good to stretch your mind every now and then and AP2 is the ideal game to do this. It is a little too taxing for the beginner, but the experienced role player will be in his or her element and should have no hesitation in hunting this out.

REVIEWED BY: Steve

## SECOND OPINION

This is a big role player with enough quality to tempt even the most grizzled players. What I saw of this huge game was enough to impress me. Would I buy it? Certainly.

OPINION BY: Nick

## OVERALL SCORE

# 84%



# competition

## I'M SO DIZZY

...Our heads are spinning... And why is this? It's because you could win a top adventure weekend, that's why! Read on...



**H**ow do you spend your weekends? We generally go to nightclubs, drink lots of beer, slur our words, wave at girls and fall down several flights of stairs!

As we all know there's nothing big or clever about this but for the younger members of the Amiga fraternity, what do you do?

Perhaps you go down to the local youth club, have a game of ping pong, quaff down a few cartons of orange squash, maybe dance to Cyndi Lauper's 'Girls Just Wanna Have Fun' and still be home in time for lights out at 9.30.

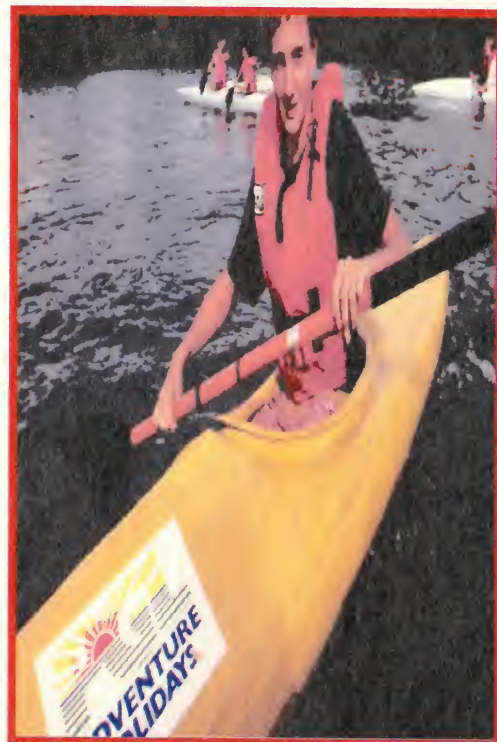
We can understand why you would be reluctant to give those exciting club nights up. I mean, who on earth wants to stay in a big mansion, especially one that's in the middle of nowhere anyway?

So what if they've got those four wheeler bikes that they have in Baywatch, who cares if you can try your hand at fencing, and does anyone really want to go canoeing down Canadian rapids?

Well these are just a few of the activities that those boring people at the PGL Holiday Centre in Wales will be getting up to this weekend, and thanks to Codemasters, we have the chance to offer a fabulous adventure weekend away to one lucky reader.

To enter you must be between the ages of 12 and 16. Play the *Fast Food* coverdisk demo, then after completing a few levels you'll get a code which you must jot down.

Now simply answer the four easy questions and bung it in an envelope to the usual address (below).



**Q1)** Bivowac is quite a funny word. Write down two other camping/orienteering words that we might find particularly amusing. (Tent peg doesn't count because it's two words.)

**Q2)** If you were going to buy an anorak or cagoul, what type would it be?

A) A rather attractive navy blue 'Parka' complete with that eskimo furry rim on the hood and brown toggles.

B) An awful bright orange-coloured one, with two pull cords on the hood.

C) A dead expensive, really trendy, yet absolutely no use whatsoever 'Raiders' jacket!

**Q3)** If you had a cagoul for every *Dizzy* game reviewed in the April issue of *Amiga Action*, how many of these wonderful water resistant beauties would you have?

- A) 1
- B) 2
- C) 3

**Q4)** What is the code that is revealed upon completion of the *Fast Food* coverdisk demo?

### I'M SO DIZZY COMPO

1) Dolly,..... 3) A) ☒ B) ☐ C) ☐

2) A) ☐ B) ☒ C) ☐ 4) Z7AFD.....

Name: .....

Address: .....

Postcode: ..... Age: 10

Send your entries by the 21st May to "Dizzy Compo", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

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# Win Win



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# one TH







**CD-ROM is the basis of the future in computing – or so everybody says. But after the Amiga CD-TV disaster, which direction is the way forward?**

**BY: NICK MERRITT**

**C**omputing seems to be an industry where trying to second-guess the future has become a way of life. This is partly because of the mind-set of the people who make up the industry, and partly because of the billions of dollars it can cost to develop a new technology – with no guarantee everyone is going to head off in some completely different direction. So it is hardly surprising that new technologies get relentlessly 'talked up' all the time.

We are currently at one of those crossroads in computing which seems to manifest itself about every

# in E CDI

20 years or so. What is there left to invent? And what will the next big thing be?

Currently, the big buzzword in computing is 'multimedia'. You may have heard varying descriptions about what it means, and the examples people often give revolve around interactive films, or visual encyclopedias.

There are a whole host of research projects currently working on the best ways to represent and process all this new information (particularly by Xerox, who invented the GUI) but what everyone agrees upon is that the CD (Compact Disk) is going to be an essential part of whatever new computing standard evolves.

The CD was invented, like so many other audio technologies, by Philips, the Dutch company, in conjunction with Sony. It uses a laser to scan the surface of a reflective disk, looking for small dots (or 'pits') which represent the digital information. This information can be anything – music, words, pictures – all the player needs to know is what sort of information it is and away it goes.

CDs also have very high capacities – in the order of 600Mb or so and hence are perfect for storing large



## Microcosm

● *Microcosm* is Psygnosis' current contribution to the Amiga CD-ROM games scene, and as such will probably interest our readers more than anything else. Up for release in the Autumn, it will run on any Amiga CD machine.

● The development of a game like this can take varying amounts of time for the different areas under production. For instance, the graphics have taken close on two years to get up to scratch, but a great deal of time has also gone into the technical side of things.

● *Microcosm* is a shoot'em-up which Psygnosis confidently reckon rivals the best on any platform, but with the sort of graphical quality you'd associate with CD-ROM. The story concerns a planet (Bodor) and voracious mining corporations. There is no guarantee of work for the majority of the population and crime waves, poverty and disease are rife. And they call this fiction?

● Anyway, the world is run by two megacorporations, Cybertech and Axiom, who are incessantly battling with each other. All seems to be going swimmingly until Axiom invent a miniaturised remote control device to be planted inside the body of the Head of Cybertech – those familiar with the old film 'The Fantastic Voyage' will know what this is all about. This they do, but luckily for the good guys, someone spotted what was going on...

● So you enter the strange world of the human body as a backdrop for some spectacular shoot'em-up action. Can you save the President's life and avoid being coughed into a spittoon? Only you have the power...

● The game contains six levels with four different styles of shooting action, varying from first person perspective to third person perspective depending on the level. Each level is full of film-like cuts which 'add to the atmosphere' (it says here).

● We'll hope to bring you a full review of this game closer to the release date, but in the meantime, take a look at some of the screen shots on this page...





# one in THE CDI

quantities of data.

A few years ago, CDs were a bit slow compared to the best hard disks, but this has now improved. So when multimedia researchers looked at the best way of storing all this extra information they knew would be needed for multimedia, coupled with the ability to transfer data rapidly, CDs were the obvious choices.

CDs are rapidly encroaching upon the mainstream of computing, after what was admittedly a shaky start. Apple is one company moving in this direction – all new Macintosh computers will be released with CD drives as standard in the near future. The other and from our point of view more interesting approach is the appearance of the CD in

attractive, secondly, people are far more aware of the limitations of their machines and the advantages CD can offer and thirdly, you can now plug the A570 CD drive into a standard Amiga.

Psygnosis are one company who have been investing a lot in CD-ROM technology over the last few years, and Richard Browne, their CD Software Producer, offered us a few of his opinions on the

## "If shovelware becomes the norm, ...the mo

games machines

We're all probably pretty familiar with CD in arcade machines – they've been around since before *Dragon's Lair* appeared but now Sega and Commodore are getting into the scene, with Sega's imminent CD unit, Commodore's previously top-secret CD console (but revealed for the first time in this issue) and Psygnosis' interest in CD-ROM.

CD-ROM on the Amiga has been threatening to take off for a couple of years now, but hasn't quite had the legs to manage it. The industry is divided as to the reasons why, but a couple seem to be as follows: The first is the price of the hardware. When CD-TV was first released, it weighed in at a hefty £600. You couldn't access the Amiga at the heart of the system and the thing didn't even come with a keyboard!

Few people could see the point of spending such a large sum of money on a system which didn't seem to offer much in the way of benefits. Secondly, the Amiga was and is still primarily a games machine and CD was adding layers of capacity which most owners had little use for.

Of course, since then a couple of important things have changed. Firstly, the price is far more

state of the Amiga CD market.

What will most be of interest to people is the price Psygnosis are going to want to charge for their CD-ROM games. Richard says: "At present I believe there is no firm pricing policy for CD-ROM products. Psygnosis' CD-ROM development has been on-going for four years, so you would expect, it will cost more than your average floppy disk game. Also with only a limited market available to us at first, we cannot depend on getting large volume sales. These issues will be factored into the final pricing."

If prices are initially going to be high, Psygnosis must have some ideas as to how the CD-ROM market is going to develop over the next few years. Richard replies: "The Amiga CD-ROM machine appeals directly to those already familiar with Amiga hardware and therefore if the software supply begins to flow, and with high quality CD dedicated titles, it has an instant market place."

Still, it the quality of the software in the market is going to be a worry. After all, that's what killed off the old Atari-type consoles: "If shovelware becomes the norm, then the market will effectively kill itself."

I asked Richard about his opinions over where the Amiga CD unit would fit into the high-end

business machines (Macintosh CD-ROM) and the low-end games machines (Sega): "The Sega CD system appeals directly to the Sega owners as they can expand their machine by using a similar add-on to that of the A500. For the top-end user, the PC CD-ROM and the Apple Mac CD-ROM naturally the best alternatives. The people who generally use these won't consider the Sega and Amiga alternatives."

Still, the march of the consoles is obviously a concern for many in the Amiga community, and with

### What am I talking about?

Not sure what all the jargon means? Now's the time to find out:

**CD-ROM:** Stands for Compact Disk – Read Only Memory. A bit of a misnomer nowadays as many CDs can now be 'recorded' on (although not the home machines).

**CD-TV:** Commodore's ill-advised first step into the multimedia area. Consisted of an 'all in one' CD, Amiga and monitor package.

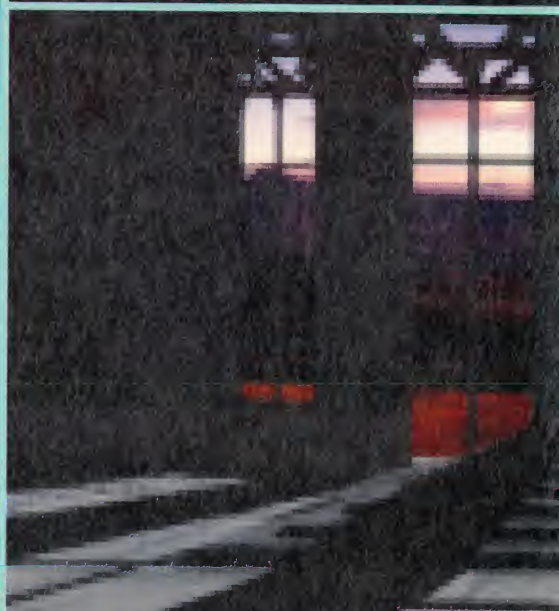
**CD-I:** Means CD-Interactive. Philips rival CD-ROM system.

**GUI:** Graphical User Interface. The type of mouse point and click arrangement made so



famous on the Macintosh.

**MULTIMEDIA:** Term used to describe the integration of computers, games, music, films, education and books into an all in one system.

**3-BIT, 4-BIT COLOUR PALETTE:** The palette is the maximum number of colours your system supports. The number of bits is just a way of saying how many colours can be supported but in binary. So 3-bit supports 512 colours while 4-bit supports 4096. However, this refers to the number of bits per electron gun. A colour VDU has three electron guns – red, green and blue.







## arket will effectively kill itself."

Sega using CD-ROM as a means of storming the remaining areas of resistance, how does the Amiga CD unit stack up against Sega's offering? Richard seeks to reassure nervous Amiga jocks:

"The Sega and Amiga CD-ROM differ mainly for the reasons that the original machines did. However, within the Sega CD-ROM unit are extra chips, such as the scaling and rotating chips which allow it to do some clever trickery. Once in the target machine, the Sega has greater processing power to crunch and

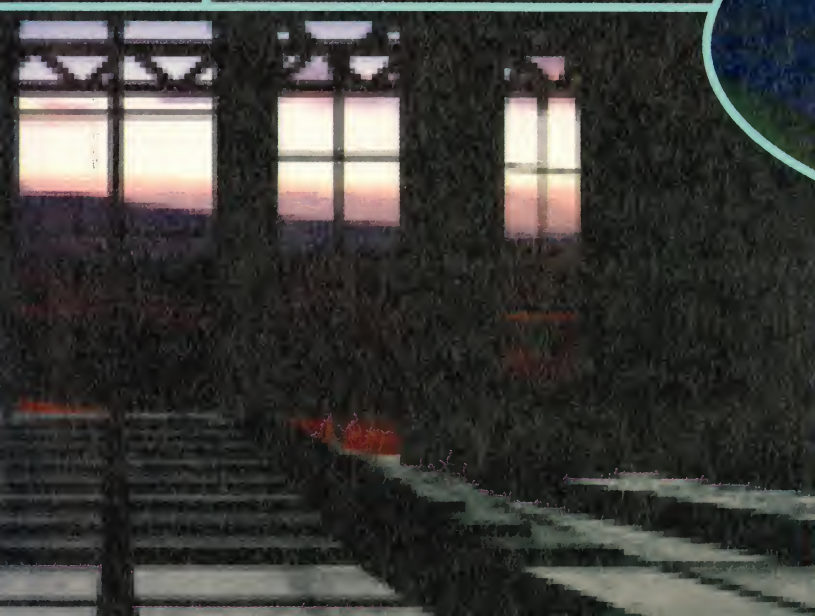
decompress the data. However, the major drawback of the Sega is its character-based screen which inherently leads to blockier images than a bitmap screen such as the Amiga's. Also, the Sega only possesses a 3-bit colour palette as opposed to the Amiga's 4-bit."

Well, if the games really are going to be better on the Amiga, perhaps now is the time to take a squint at what exactly what will soon be available to tempt the masses... **AA**



### Dracula

Based on the Francis Ford Coppola film of the same name, *Dracula* is Psygnosis latest CD-based release. It'll initially be released onto Sega and PC CD-ROM formats, with the Amiga version being floppy-only for the moment, but Psygnosis are not ruling out the possibility of a future conversion onto Amiga CD.





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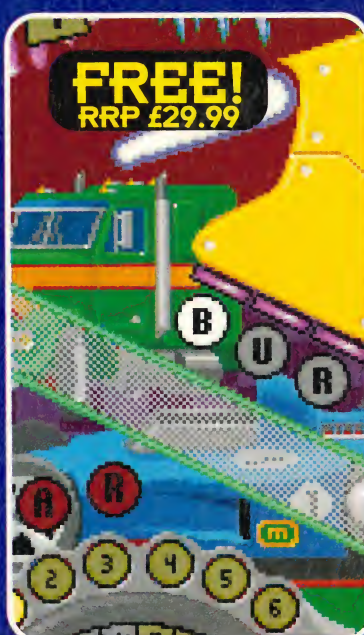


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**November '92**

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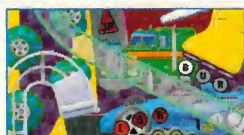
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# PD

## in profile

*This month as always, we bring you the latest bargains attempting to make some headway in the dark, murky world of Public Domain.*

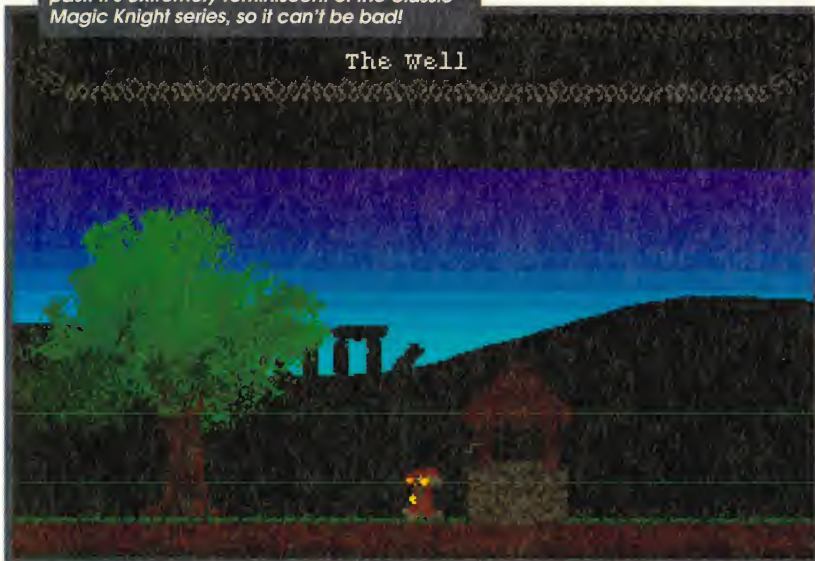
Time once again for our regular monthly stroll through the bargain basement that is the PD market. As always, we will be covering the best, and worst of the month's PD, shareware and licenseware in an effort to provide you with the opportunity to enrich your software collection without having to spend copious amounts of money.

Of course, we don't just do this for the obvious reasons, oh no! Here at Amiga Action we are just as concerned as anyone else about the problems facing today's youngsters, so we decided to do our little bit. We figured that if people had more money in their pockets, instead of joy-riding, burglary and assault, kids would spend their time in diners, and going to the drive-in just like in Happy Days, because that's what it was like back then, honest!

Anyway, this month's disks have been provided by a couple of new faces, namely Boot Up PD and the Central Licenceware Register.

First is Boot Up PD's intriguingly titled *Lemmings vs Robocod*.

▼ **IMBRIUM:** This disk is a real blast from the past. It's extremely reminiscent of the classic Magic Knight series, so it can't be bad!



Essentially, for this demo, someone has lifted the main sprites out of the original games, stuck them on a background and created an amusing little story out of them. Actually, it's not really that amusing, and to be honest, when you have seen it once you will never want to see it again! Blank disk fare that one I'm afraid folks, but if you are interested it is disk DM403.

The next offering is disk G382, *Paragon*. This is a bizarre cross over between *Othello* and a strategy game not dissimilar to *Solitaire*. Each player is given a shape to recreate using a number of coloured balls. Every time one of the shapes is successfully made, points are awarded based upon its complexity. Of course the opposing player can block your moves if he wishes, and this leads to some incredibly tense

▲ **LEMMINGS VS ROBOCOD:** Actually, it's not funny in the slightest, and is a complete waste of time and disk space.



▲ **LEMMINGS VS ROBOCOD** is one of those little demos that your mates always show you and you feel obliged to laugh along with them because for some reason they think it is funny.

match-ups. This is one of the better titles this month as it is reasonably addictive, and if you have a friend who is willing to play it with you, you won't look back.

Again from Boot Up PD, disk U480 is entitled *T.C. Dinosaurs*. Now when you hear a name like that what would you expect to be on the disk? A cute platform game featuring our lovable prehistoric pals perhaps? Well actually, no. What we have here is pages and pages of text all about, yes you guessed it, dinosaurs. This is great stuff if you like the beasts, but if you don't it's a bit of a waste of time really! There are some

stunning still pictures though, and this probably has a good deal of educational value to it as well. (*Bit desperate there, Steve! - Ed.*)

OK then, it had to happen. You knew it and I knew it. Disk G227 is a game created using the *Shoot'em-up Construction Kit*. Now perhaps it is just me, but why is it that all of these games seem to be exactly the same, with the only difference being that the sprites change with each offering? Anyway, this one's called *Tomcat* and features the famous warplane, against various other planes and gunboats. That's about it really. Quite good fun on the whole, but it is quite difficult so be prepared.

On now to a couple of disks supplied by NBS. The first of these is really only of use to owners of 1200 machines (that's an Amiga 1200, I don't mean it literally!). Fancy the idea of wiping away the blues

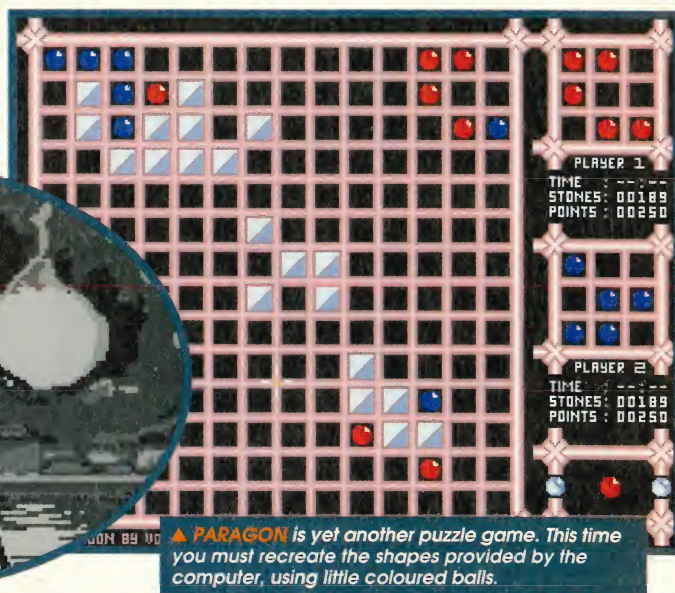
▼ **IMBRIUM:** If you are to have any success in this you will have to get on the right side of the local residents to get them to help you out.







▼ **PARADOX:**  
There are plenty of puzzle games around, but this is undoubtedly one of the best in the bunch.



caused by the incompatibility problems between the new and old machines? Well how about a Kickstart Emulator to eradicate these difficulties.

We are not saying that it is foolproof and will work with everything, but we did have some success in the tests we carried out and can confirm that some programs that would not load on the 1200 before will now load. That is disk 13/020. Let us know how you get on with that one.

Numerix is also by NBS and is disk 13/G24. This is best described as a cross between *Tetris* and *Scrabble*. The idea is to place strangely-shaped blocks on to a board containing a load of numbers. The more numbers you cover with the block, the higher your score, hence the link with *Scrabble*.

## No paradox

This game is fiendishly addictive and will keep you at the keyboard for hours. There are four different boards you can play on, with varying degrees of difficulty. Having said that, after numerous attempts on the easiest board I had still not even come close to defeating the computer.

*Paradox* is from the Central Licenseware Register and is not to be confused with *Paragon*, mentioned earlier. Another puzzle game, this time very much in the mould of *Tiny Skweeks*, it offers 100 levels of perplexing fun, in which you control a green blob wearing sunglasses, who must push different coloured blobs (without the sunglasses it

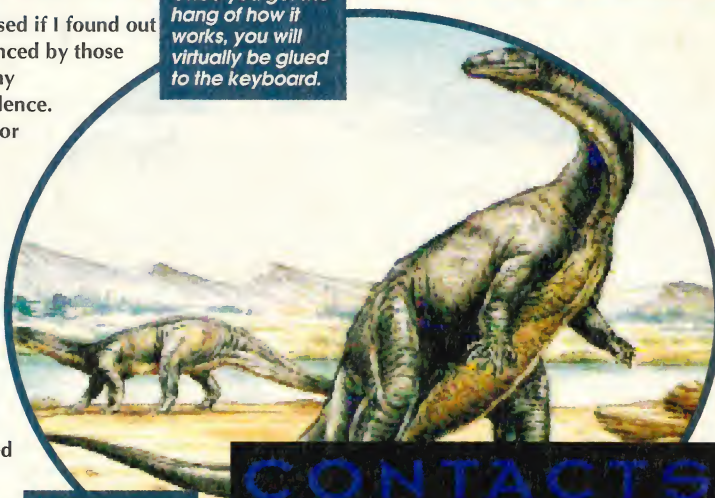
must be said), around the screen until they come into contact with another of the same colour. When this happens, the two disappear.

As soon as the screen is clear of all blobs you can move on to the next level. Simple. That is disk CLG13 and it is not bad at all.

The final disk this month is my own personal favourite. *Imbrium* is reminiscent of a series of classic games that appeared on the 8-bit formats many years ago. These games featured a character called Magic Knight who had to travel around solving puzzles. I would be very surprised if I found out that this was not heavily influenced by those games as there are just too many similarities to be purely coincidence. Even the window system used for making decisions has been faithfully recreated for your enjoyment. The graphics are crude, but that's how they were originally anyway!

The only thing missing is the great man himself – yes sadly the Magic Knight is not in the game, but if you can get over that small problem you are going to love this. This is disk CLG17 and can be obtained from the Central Licenseware Register.

And so ends another episode of PD in Profile. If we had a theme tune it would be just starting to play, but as we don't it is probably best to say that we'll be back next month, so don't forget to tune in.



## CONTACTS

Boot Up PD – Telephone 0708 221591  
30 Sunnings Lane,  
Upminster,  
Essex,  
RM14 2DQ.

NBS/Central Licenseware Register,  
1 Chain Lane,  
Newport I-W,  
PO30 5QA.



# comp

# ZOOL HAS CH

## CROSS WORDS COMPO!

### DOWN

1. Juicy lolly manufacture who endorsed the game.
3. The colour of Zool's arms, legs and aliens in general.
4. You'd need more than a pair of silly looking glasses to see this Dimension.
5. All agile Alien Ninjas have the ability to do this over raging foes.
6. Zool does it better than Sonic.
7. Sort of place Zool likes to hang out in the sixth world.
10. The first world and a word that describes our very own Fiona (sickbag, please). (WHAT? - Fiona.)
12. Maxie the Robot guards the end of this fun-filled level.
13. The greatest platform game ever made is available on this machine.

### ACROSS

2. The second type of world in Zool and something Take That have trouble mastering.
4. Zool is one and Bruce Lee was almost one.
8. Contrary to popular belief, Zool is not an ...
9. A place of the Nth kind.
11. The third type of world in Zool and something Take That have between their ears.
13. Sigourney Weaver can vouch for Zool's foreign identity.
14. Ants have this amount of legs, Zool doesn't.



Name: \_\_\_\_\_

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Please send your entries to "Cross Words Compo", Amiga Action, Europa House, Adlington Park, Macclesfield Sk10 4NP.



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# Competition

## CROSS WORDS

**I**n a complete piece of non-news this month, Gremlin have announced to the world that Zool, everyone's favourite ant, is in fact not an ant after all. This, of course, will not come as a shock to regular readers of Amiga Action as we've known all along (even if we didn't bother telling you until a couple of months ago).

Zool even made a celebrity appearance at our offices to define his real self: "I'm an interstellar cosmos dweller, righteous dude and defender of the Nth dimension. I'm an Alien Ninja and certainly not an ant."

Now that's telling you.

To ensure Zool's message is communicated throughout the galaxy, we are able to offer you an inter-galactic Alien Message Transmitter cunningly disguised in the shape of a rather cool monitor.

With this fantastic piece of expensive equipment, you'll be able to enjoy Zool's antics even more so than usual. Not only this, but Zool's second escapade planned for later in the year, can be pictured in gloriously sharp and cheery full colour and also in supersonic stereo sound. The winner will also receive a limited edition Zool T-shirt. Marvellous!

And to win this mind-bending, mouth-watering and thoroughly intoxicating monitor, all you have to do is complete the crossword and send it in to us at the following address: "Cross Words Compo", Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. All entries must reach us by 21st May, 1993.

The Editor's decision is final (as if this Editor could make a decision) and employees of Gremlin and Europress are expressly forbidden from entering. (The compo.)



# Win Win Win W





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- +U035...Education 3.....Weather
- +U036...Education 4.....Evolution
- +U052...Business Card Maker.....Simple, but useful
- +U092...Cartoon Brushes.....Lots of famous characters
- +U098...Database Master.....Comprehensive AMOS database
- +U123...IQ Tester.....How thick are you?
- +U128...Viz Clip Art.....Roger Mony in D Paint
- +U130...Label Designer.....Various label printers
- +U134...Ami Cash.....Best accounts package around
- +U136...Amibase Prof.....Excellent database
- +U140...Text Engine.....Excellent word processor
- +U142...Super Fonts.....Lots of Super Fonts
- +U152...PC Task.....Emulates IBM + PC programs
- +U153...File-a-fax.....As it sounds
- +U154...QED.....Beginners word processor
- +U164...World Databank.....Creates maps of the world
- +U165...A-graph.....Creates bar graphs
- +U175...Text plus VERSION 4.....Excellent word processor
- +U178...(2 Discs) Analitic ALC.....(2 Discs) Best spreadsheet available
- +U179...Calorie Base.....Work out your own calorie intake
- +U185...Astronomy.....Calculates positions of planets
- +U190...Shadow demo maker.....Create your own demo
- +U194...Total concepts.....Learn about dinosaurs
- +U195...Home Manager.....Create an address book
- +U204...Race Rator.....For horse racing information
- +U206...ABC Adventure Creator.....Create your own adventure games
- +U210...Pools Pools Version 2.....Work out your winnings
- +U211...Training Log.....Keeping fit
- +U212...Back Talk.....Advise on Commonback Complaints
- +U214...The Money Programme.....Up to 2500 transactions
- +U217...Mastie Niblick.....Golf score recorder

## DEMOS

- +D015...Agatron Star Wars (1 meg/2 disks).....Captivating graphics
- +D058...Enterprise leaving dock.....Famous animation
- +D075...Girls of sport.....Pretty shots of talented girls
- +D148...The Run (1 meg).....T. Richter's car-chase animation. Good
- +D162...Stealthy Manoeuvres (1 meg).....Excellent demo
- +D166...Star Trek Animations.....Anims. of USS Enterprise
- +D177...Star Trek Animations.....Agatron no.17 More like above. Good
- +D225...Reincarnation of Sgt. Pepper (2 disks, 1 meg).....Beatles classic
- +D251...Debbie Harry (2 disks).....Slideshow Blondie
- +D253...WWF Wrestlers.....Hogan & more
- +D261...Red Dwarf (2 disks).....The White Hole
- +D271...Odyssey (5 disks).....Excellent space adventure animation
- +D278...Desert Storm.....Information on Gulf War
- +D280...Jesus on 'E's' (2 disks).....Excellent rave music

## MUSIC

- +M006...Batdance remix.....Really good disk. Catchy stuff
- +M016...Depeche Mode.....8 Tracks of reasonable quality
- +M032...Godbrain loves the world.....Great acid-house musak
- +M062...Random Access.....Art of Noise and more. Startling acid track
- +M080...Pet Shop Boys.....Manic mix
- +M081...Miami Vice.....Theme music remix
- +M084...The Wall.....Pink Floyd classic
- +M090...Led Zeppelin.....Stairway to Heaven etc.
- +M093...MC Hammer.....You Can't Touch This
- M094...Guns n' Roses.....Heavy Metal Freaks
- M101...Magic Roundabout.....As it sounds!

## GAMES

- +G005...All New Star Trek (2 drives).....USS Enterprise classic. Best one
- +G010...Breakout.....Classic bat & ball game
- +G011...Blizzard.....Horizontal shoot- 'em-up. High quality
- G013...Bullrun.....War-game, based on US Civil War. Control army
- +G014...Adventure Solutions (2 disks).....Loads of hints of commercial games
- +G015...Crossfire (1 meg).....Excellent game written in AMOS
- +G019...Dungeon Delver (2 disks).....Difficult adventure quest
- +G021...Demolition Mission (1 meg).....Similar to Balloonacy, good fun
- +G023...Electronic Train Set (1 meg).....Construct own train set
- +G031...Gravattack.....Control spaceship, picking up keys
- +G043...Learn and Play 1.....Good for the kids. Blackboard maths. etc.
- +G044...Learn & Play 2.....More fun for the kids
- +G053...Mayhem.....Brilliant shoot- 'em-up
- +G061...Pick up a puzzle (1 meg/2 disks).....Fit the pieces. Good for the kids
- G062...3D Pool.....Control cue with mouse, and it's all pot luck!
- G063...Pacman.....The classic game still here
- +G065...Pixie Kingdom (2 disks).....Tricky adventure game. Good
- +G071...Return to Earth (1 meg).....Space adventure
- +G072...Star Trek : Next Generation.....Not as good as G005
- +G076...Star Fleet.....Addictive shoot 'em up
- G077...Seven Tiles.....Excellent speedball game from Alpha
- +G081...Trek Trivia.....Test your Star Trek knowledge
- +G084...Wet Beaver Tennis.....Simple, but good fun bat & ball game
- +G086...Wraithed One.....Good general knowledge quiz
- +G102...Simulation 1 (1 meg).....Recommended. 5 games including Metro
- +G109...Wheel of Fortune.....TV Quiz, computerized
- +G124...Napoleonic Warfare.....High-quality simulation
- G129...Stock Market.....Speculate at no risk!
- G130...Battle Pong.....Table tennis game-good
- +G143...Card Shop.....Well presented card games
- +G148...Galactic Food Fight.....Blow up those burgers
- +G149...Raphaels Revenge.....Difficult platform adventure
- +G151...Hmimmm That's not on the Syllabus.....AMOS adventure
- G152...Leaping Larry.....Jump onto elevators

- +G153...Growth.....Destroy an expanding brain
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- +G157...Quadrix.....Difficult puzzle game
- +G162...Storyland 2.....Create a childrens adventure
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- +G217...Act of War.....Excellent strategy game
- +G218...Roulette.....Casino Classic
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- +G221...Revenge of the mutant camel.....Shooting game
- +G222...Neighbours adventure.....(2 discs) Bring Paul Robinson to court
- +G223...Wizard Wars.....Graphics Adventure
- +G224...Strategic Games.....3 excellent games
- +G225...Addams Family Quiz.....Quiz on cult TV programme
- +G226...Dual.....2 player shooting game
- +G227...Assassins 24.....4 games including 3D Maze
- +G230...Assassins 27.....Addictive card games
- +G231...Assassins 28.....These include Dr Mario, Invaders 2 & Mad Bomber 2
- +G240...Assassins 37.....Ghost Ship. Claktris etc
- +G241...Assassins 38.....1 on 1 baldy & transplant
- +G243...Tetren.....Excellent Tetris clone
- +G245...Iron Clads (2 disks).....Graphic adventure
- +G247...Quiz Master.....Quiz which includes Editor
- +G248...Assassins 40.....10 Puzzle Games
- +G249...Assassins 41.....includes 3 Games
- +G250...Atlantis.....Excellent Adventure Games
- +G251...Hell Zone.....Shoot 'em up
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**T**his month in the Blue Print section we take a look at the design of the BAe HOTOL ramjet engine and inspect the inertial navigation system of the Tomahawk Cruise Missile. (Eh? – Ed). Oh, all right then...

## CYBERSPACE

Virtual Reality comes to the Amiga – well, the nearest thing anyway. Stroll around a dodgy city and get virtually murdered.

p64



## JAMES POND

Pond is back, and that can only mean one thing. Yes, really bad puns throughout the Amiga press. So read those bad puns here first!

p60



## RULES OF ENGAGEMENT 2

Yes, we did review it last month! Since then Impressions have piled on the features, so check out the latest developments.

p66



## GENESIA

We check out the the latest entry in the Sim City/ Populous race, this time by Daze Marketing. Is it genuflect or genocidal? Only the dictionary can tell.

p62

## Contacts

Millennium: 0223-421526

Impressions: 071-391-2133

Empire: 0268-541126

Daze: 071-490-2944

Psygnosis: 051-709-5755

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Blue Print





▲ It's space and therefore the only way to get around is via the use of a bit of high-technological rocketry. Alternatively, find yourself a nice spot and hang out a bit.

## Never shaken and not one easily stirred, James Pond returns to tackle Dr Maybe in this FI5Hy release.

The suavest fish in the universe is set to make yet another appearance, battling against the infamous Dr Maybe.

With a space-age scenario concerning inter-galactic adventures about attempting to recover a stolen shuttle, could this be Pond's ultimate challenge? Who better to answer this question than the guys at Millennium...

Firstly, what could they tell me about James Pond's latest and most fraught-with-

danger episode?

"Operation Starfish, Pond's third adventure, takes him to the moon to combat Dr Maybe. This time, Pond has a companion – Agent-in-training Finnius Frog. FI5H scientists have been hard at work inventing new equipment, so Pond has masses of gadgets to choose from, including a heat-seeking cake gun – a fearsome weapon! Everything is a great leap forward from *RoboCod*."

I pleaded with them to tell me more about the inclusion of Finnius.

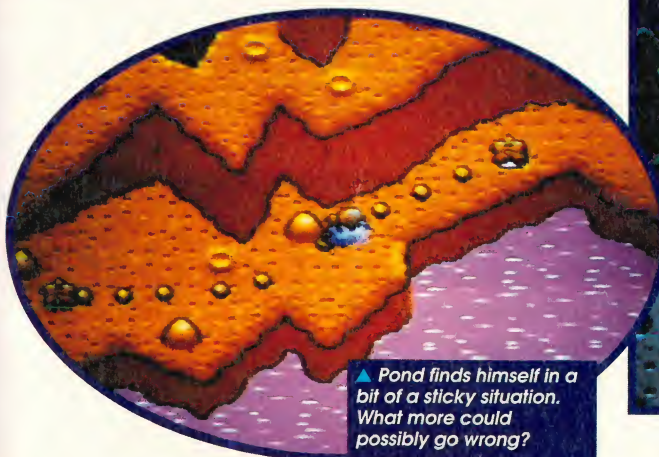
"The two player option brings about the involvement of Finnius Frog. He has similar abilities to Pond, but he can't move as fast, nor pick up all the objects. However, he can fit into smaller gaps and jump higher."

Okay, so things are looking pretty interesting. What about some technical specs?

"James Pond – Operation Starfish will feature over 120 frames of the Pond character. He has also grown by 10 pixels to 42 pixels high. There are some other features but they're top secret at present."



# JAMES



▲ Pond finds himself in a bit of a sticky situation. What more could possibly go wrong?



▲ A couple of large ears float past a bemused-looking Pond. Time for a vodka martini I think!





▲ Pond and the gang struggle uphill in search of their next target. Could it be the mysterious Dr Maybe? Perhaps!

**"We have a publisher interested in a book, as well as the TV."**

"There will be an A1200-specific version which will look superb, plus there will be superior sound, speed and colours."

I think Millennium are trying to say that *James Pond 3* is going to be particularly exceptional and push the *Pond* phenomenon onto us even more.

But where does the appeal come from? A fish isn't exactly everyone's idea of a real superhero, is it?

"The appeal is that James Pond is unique. He's an innocuous goldfish who happens to be an all-action secret agent. The spoof on James Bond is understood by children and they love

the fishy puns and jokes."

"The world of *Pond* is very attractive. *Look-In* really took to him and have been running double page cartoon strips of *James Pond* since December last year. We also have a publisher interested in a *Pond* book, plus TV production companies discussing an animated cartoon series."

But now *Pond* has a challenger on the Amiga in the form of *Zool*. Is *Pond* overshadowed in terms of character and gameplay by Gremlin's little 'un?

"Not at all. *Zool* is shallow in characterisation. The notion of a lone Ninja is

interesting but there is nothing more to him than that. Now that we've improved massively on *RoboCod* with *James Pond 3*, *Zool* will look dated."

And is a fourth *Pond* on the cards at all?

"Yes. Unfortunately, it is F15H classified information. Only the mysterious F can tell you about the game and of course none of us know who he is." That's what *they* say anyway!

Well, that seems to be all the information we're going to prise out of the F15H files for the moment. Keep a close eye out for this new title, and remember to prepare yourselves for a battery of puns when this is released! We're limbering up our code books here at the Amiga Action HQ just for the occasion!

▼ Obviously the *Pond* programmers have taken a slightly more veering look at current lunar theories than is usual.



# POND 3

**PROJECT:** James Pond 3

**HOUSE:** Millennium

**RELEASE:** June '93

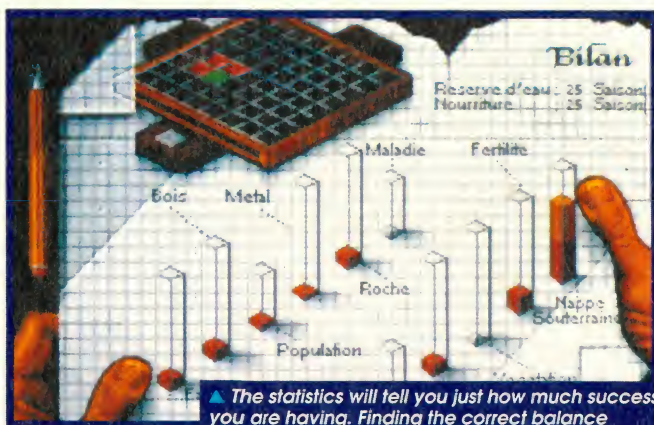
**TEAM:** Chris Sorrell & Co

**PRICE:** £TBA

**COMMENTS:** We all know the virtues of *RoboCod* but can *James Pond 3* follow in such classy footsteps? Well, from what I've seen, *Pond 3* is faster than *Sonic* and makes a firm stance against the likes of *Zool*. The scrap of the year is bound to be between *Pond 3* and *Zool 2* and the outcome of this is still in the balance. With the wealth of puns from the Bond films to draw upon, *Pond* has a head start, but we'll have to wait and see.

**INSPECTED BY:** Alan





▲ The statistics will tell you just how much success you are having. Finding the correct balance between resources and population is vital.



▼ This all looks very familiar! Hopefully Genesis is going to have a lot more to it than games of this type usually have.

# GENESIA

*How have Daze's games geniuses generated the genesis of Genesis?*

**D**aze Marketing seem to be coming up with new launches faster than America is using up female Attorney Generals these days and they are quickly becoming one of the most prolific software publishers around.

With the launch of their new budget label Games Worth Playing, *Transarctica* and the forthcoming *Ishar 2*, they are certainly spoiling the games-buying public for choice. And now they're really taking the mick with the appearance of *Genesis*, this time from French software developers Microids.

It would be easy to class this product as yet another in the long and ever growing list of *Populous* rip-offs. Well, on the surface I suppose this would seem to be true – however, once you get right down to it, appearances can become deceptive.

For a start, in this release you are not a god but a political leader who must run the small land he is in control of as successfully as

▼ A good leader will always provide a place people will be proud to call home.



possible. In the beginning, your territory is small, too small in fact for your own ambitions. You must expand your land and populace, taking into account factors such as the climate and natural resources (such as

water and timber).

This means that you should always be wary of getting more people than your water supply can cope with, thus leading to both droughts and social unrest.

Also, to run a successful territory you will need to attract the right people, with the right skills. Fail to do this and your task will be incredibly difficult. Imagine trying to build your own little paradise without any blacksmiths, woodcutters or architects and you will have some idea of the problems that can await you.

On paper, *Genesis* is looking like it will be the definitive example of this type of game. If everything that is promised at this stage is incorporated and the game plays as well as other games of this type, then this should definitely be one to watch out for. As always though you would be well advised to wait for the full review in a future issue before taking the plunge.

▼ As your land develops, the people living there will move along with it, becoming more technically minded.



## PROJECT: Genesis

HOUSE:	Daze Marketing	RELEASE:	May '93
TEAM:	Microids	PRICE:	£TBA

**COMMENTS:** I have to admit I am not the world's biggest fan of this type of game, and personally I feel that it is an area of the market that is very overcrowded. However, this has stirred quite a bit of interest in me. Despite sounding more like a disease than a computer game, *Genesis* has a great deal more promise than most, and will hopefully have the depth that has been lacking in so many others games of this type.

INSPECTED BY: Steve



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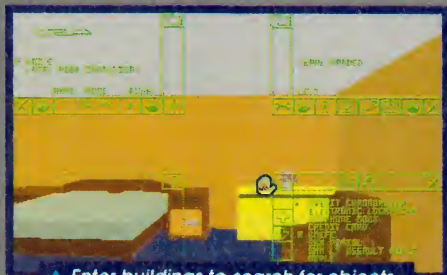
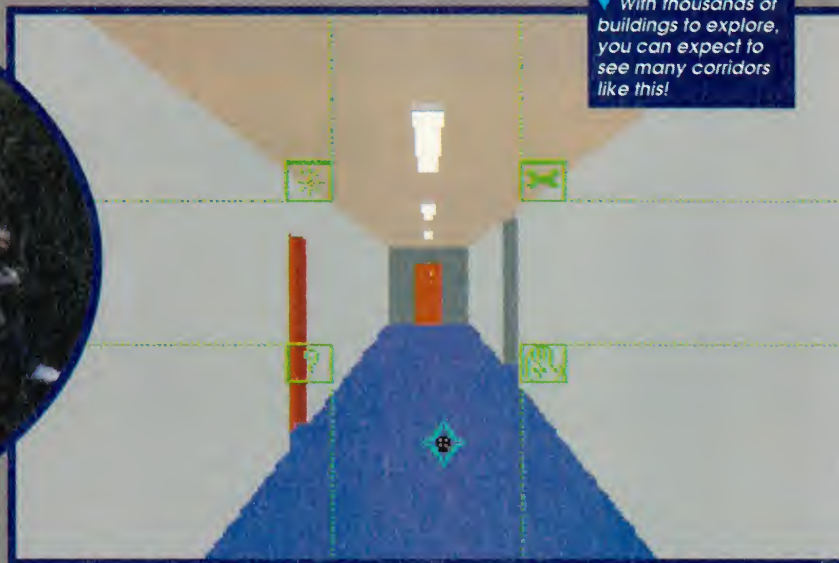
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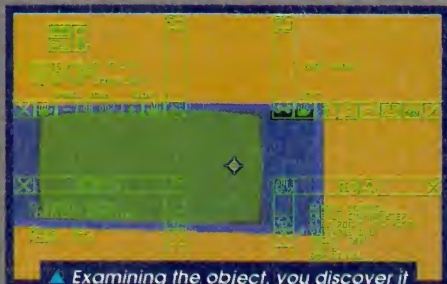
▼ Adrian, Walt, Rick, John and Richard – the Cyberspace team.



▼ With thousands of buildings to explore, you can expect to see many corridors like this!

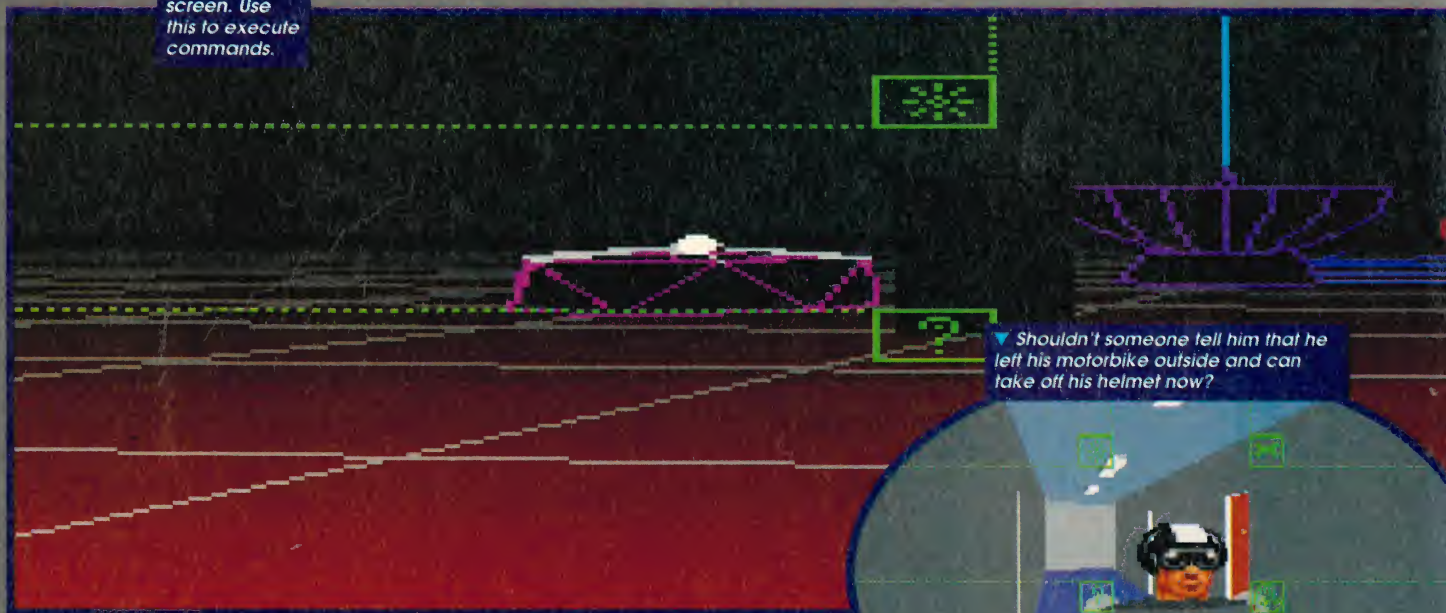


▲ Enter buildings to search for objects, clues and mysterious men in dark overcoats... or something.



▲ Examining the object, you discover it to be a television. Wonder if Coronation Street's still going?

▼ As you move around, you have a Head-up Display on screen. Use this to execute commands.



▼ Shouldn't someone tell him that he left his motorbike outside and can take off his helmet now?

As ambitiously as ever, ODE have once again teamed-up with Empire in an attempt to revolutionise the perhaps stagnant world of computer games. In other words, *Cyberspace* is not a shoot'em-up, beat'em-up or platform game – this is Virtual Reality. But how often have we all heard that?

In case you're wondering, ODE developed the arcade adventure *Deathbringer* with its

incredible parallax graphics. In a complete U-turn, *Cyberspace* is in pure 3D.

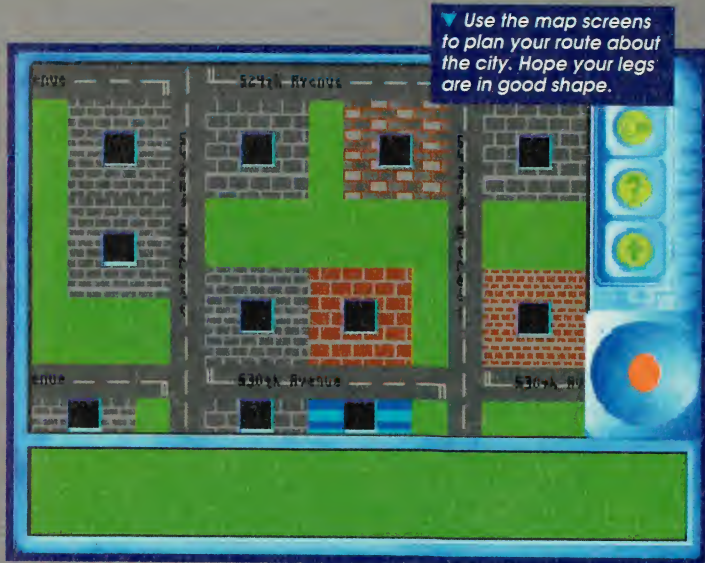
As a first person perspective game (best described as a cross-breed of US Gold's *Cybercon III* and Novagen's *Mercenary* series), perhaps this time someone has actually got it right!

With a plot that unfolds neatly as you progress, the mystery and intrigue is intensely

## A futuristic adventure set in a virtual world... is this the stuff of dreams or nightmares?

# CYBER





▼ Use the map screens to plan your route about the city. Hope your legs are in good shape.



▲ You grab your assault rifle and prepare to blast the fellow with a fair few explosive rounds.

maintained throughout. What you can expect, though, is a string of sub-missions which need unravelling and completing. They also require a change of identity from becoming a private detective to even a courier.

There are two worlds within *Cyberspace*: the city streets and seedy bars of the year 2090 and also, suprisingly enough, a vast area known as Cyberspace which is a computer-generated virtual world. It's a bit of a stroke of luck then, that such scenarios provide the perfect ingredients for a game of futuristic 3D exploration.

A massive 100,000 locations create a city of New York's proportions. By the time you've visited all the bars, shops, malls and so forth, you'll be ready to do your favourite Rip Van Winkle impersonation.

Communicating with the million or so

people within the game takes a lot of tongue-wagging and will certainly put Nigel Dempster to shame.

Not everyone is polite and approachable and, therefore, many conflicts are inevitable.

Just in time, ODE explain the art of fighting: "The combat system in *Cyberspace* uses a vast amount of calculation to assess damage and accuracy using large tables of skills with different weapons. The beauty of the computer is that it can do all these calculations blindingly fast, enabling the action to occur in real time. The player can fire weapons, throw them, hit people with them or just punch."

A 'combat cursor' is used to inflict

**"The idea is not to go around killing everyone"**

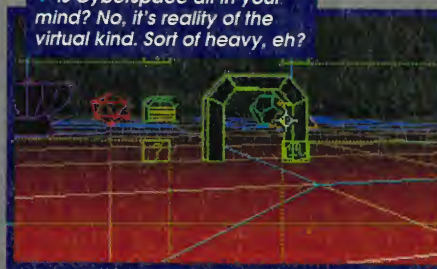
damage on the adversary before you – a similar method incorporated into many RPG games, like *Waxworks*.

The briefing continues: "The idea of the game is not to go around killing everyone in sight. We did not generate such a massive population just so that they could be massacred. However, there are also security guards who are outside the normal population and just count as cannon-fodder. The amount that they are encountered will depend very much on where you go."

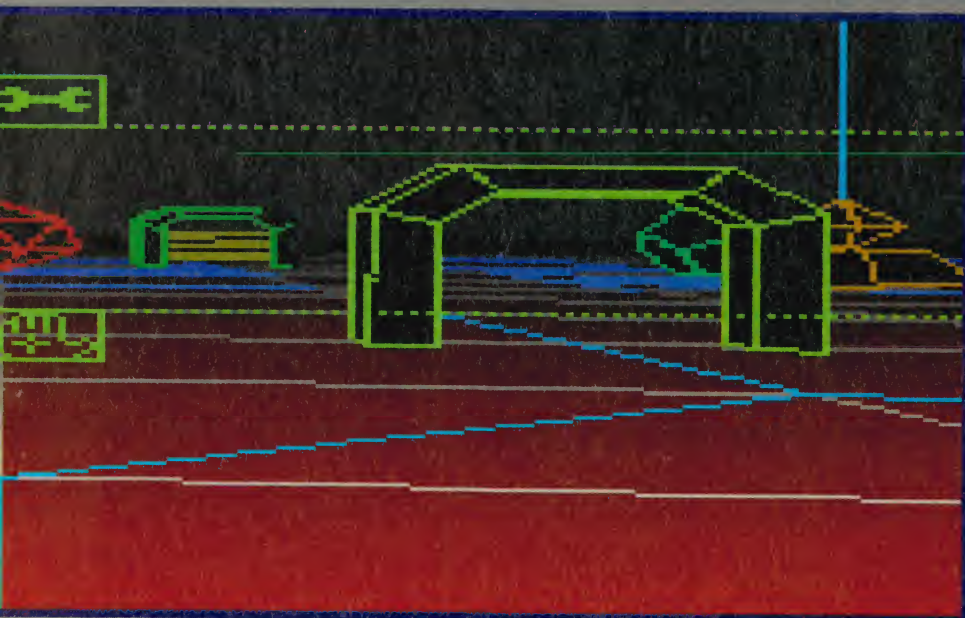
Interestingly, every character you meet is different. This is possibly due to the photofit system ODE have designed, which uses polygons to make a body and the clothes upon it, and bitmaps for the heads meaning finely detailed facial features.

*Cyberspace* captures the latest programming technology and attractive gameplay in one package, promising to be one of Empire's most talked-about titles.

▼ Is *Cyberspace* all in your mind? No, it's reality of the virtual kind. Sort of heavy, eh?



# SPACE



## PROJECT: Cyberspace

HOUSE: Empire

RELEASE: Spring '93

TEAM: ODE

PRICE: £TBA

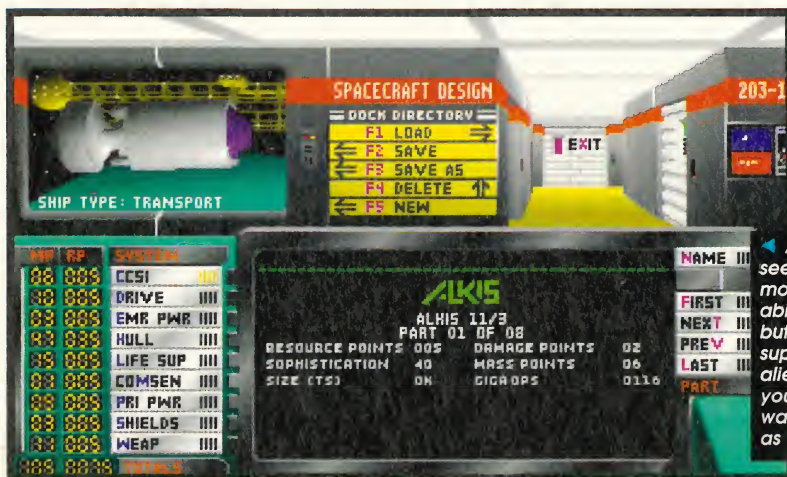
**COMMENTS:** A game of this ilk is always tricky to pull off. Depending on the final outcome, the speed of the screen updates, the accessibility and gameplay, *Cyberspace* has mountains of potential surrounding it. But death and doom is always lurking around the corner! That said, I have high hopes for *Cyberspace* and genuinely look forward to a futuristic adventure of monstrously addictive proportions. Things are looking good...

INSPECTED BY: Alan



Rules of Engagement flies in for a second helping...

# RULES OF ENGAGEMENT 2



As you can see, this provides more than just the ability to kick the butt of some supremely ugly alien races. Yes, you have to watch the shop as well. Great.

The more observant among you may already be thinking, "Hang on, wasn't this reviewed last month?". Well there's no real point in denying it, because it was. Although it may seem a little strange to do a Blue Print on a game that has already been under review, there is method in our madness.

The reason is that Impressions are currently in the process of vastly improving their product. The final version will include improved sound effects and extra graphical touches. The gameplay is also being tweaked to produce a much better all-round game.

Anyway, if you didn't see last month's

review, firstly why not? and secondly here are the details again. *Rules of Engagement 2* is the follow up to one of the biggest selling strategy games of all time, and the sequel goes along much the same lines as the first effort, being that it is a real time space combat and fleet management simulation.

The game contains a campaign builder which allows the player to design and construct ships, as well as the senior officers who are in charge of them. If you don't fancy spending hours designing the ships yourself though, don't be put off - there are plenty of pre-designed vessels which have been thoughtfully included for you to use.

If you do choose to make them yourself then this will be done through

the ship design suite where you must choose the class of the ship as well as its on board computer components.

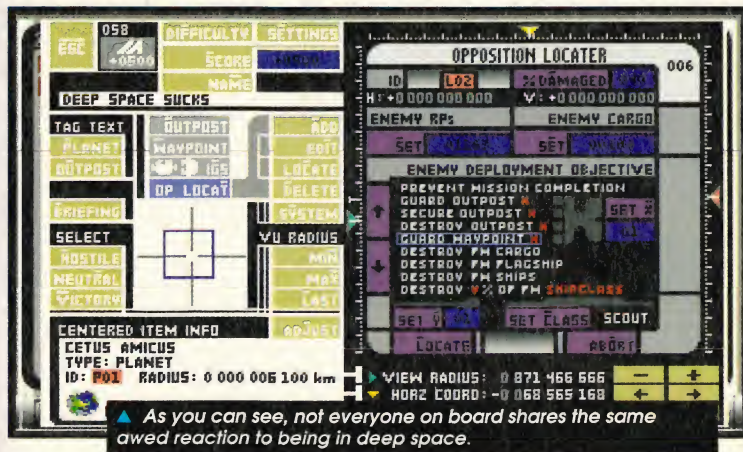
An especially nice touch is the facility to design the alien ships as well as your own. This means that you can either stack the odds in your favour by giving them weak ships, or test out the success of your designs by putting your best efforts up against each other.

Once you are up and running, the game consists of taking on various missions which are either set by the computer or designed yourself. Yes, that's right, there is even a mission builder thrown in for good measure!

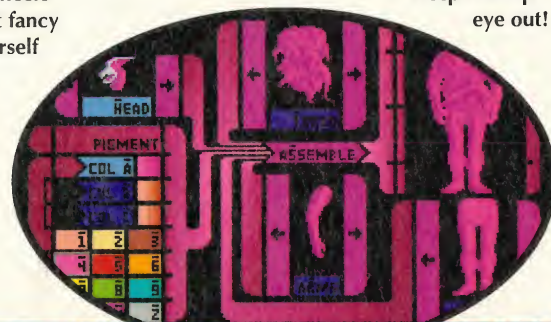
If this game (when finished) manages to improve on the excellent original, it may well become the largest selling strategy game ever!

Keep a sharp eye out!

"Impressions are in the process of vastly improving things."



As you can see, not everyone on board shares the same awed reaction to being in deep space.



PROJECT: Rules of Engagement 2

HOUSE: Impressions

RELEASE: May '93

TEAM: Omnitrend

PRICE: £29.99

COMMENTS:

The original *Rules of Engagement* is the best strategy game so far released on the Amiga, but it does look as if this is all about to change.

The sequel appears to take an already highly successful formula and improve on it. There should be enough new stuff in this to keep fans of the first game happy. Those who were anxiously awaiting this can be assured that if things go to plan, you won't be disappointed.

INSPECTED BY: Steve



# NICK FALDOS

## CHAMPIONSHIP

# GOLF



**91%**  
JOYSTICK

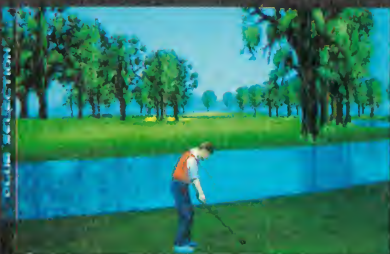
**90%**  
AMIGA  
FORMAT

**89%**  
AMIGA  
COMPUTING

**88%**  
AMIGA  
POWER

**88%**  
AMIGA  
ACTION

IBM PC



**CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS  
STATE-OF-THE-ART GOLF SIMULATION?**



COMMODORE 64



AMIGA



"A real class act, just like playing against Nick Faldo in real life" JOYSTICK

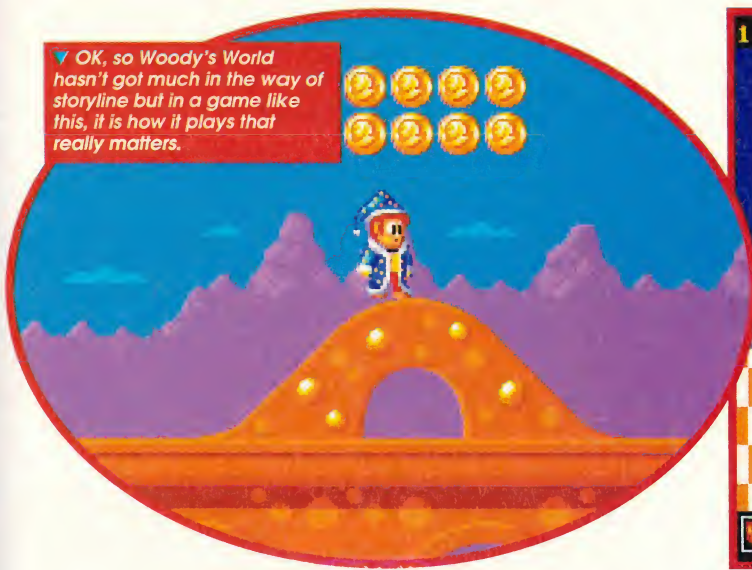
"As a true golfing experience it can't be bettered!"  
AMIGA COMPUTING

"Golf purists will love this to bits"  
AMIGA ACTION

"The best looking, user friendly and playable  
golf game on the Amiga"  
THE ONE AMIGA



▼ OK, so Woody's World hasn't got much in the way of storyline but in a game like this, it is how it plays that really matters.

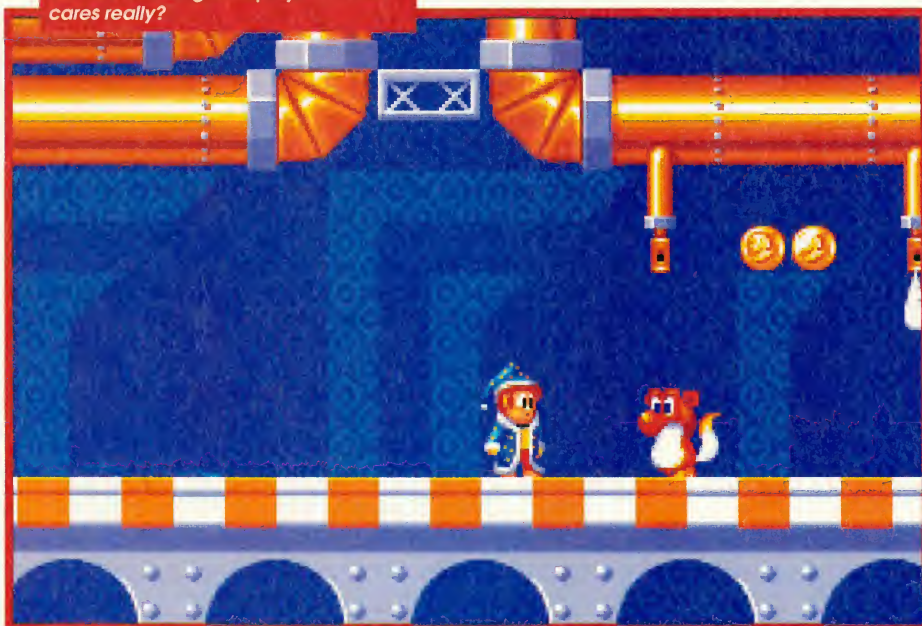


▼ Smashing blocks with your head may provide you with a decent power-up if you are lucky, otherwise you may just get a coin.



▲ Enemies can be easily dispatched by either jumping on their heads or shooting them after you have powered-up.

▼ It has to be said that the enemies in Woody's World wouldn't instill fear into the hearts of all gamesplayer but who cares really?



# WOODY'S

*Would-he or wouldn't-he?  
This release asks that  
question...*

**P**latform games come and go, and many just don't ever seem to make the grade.

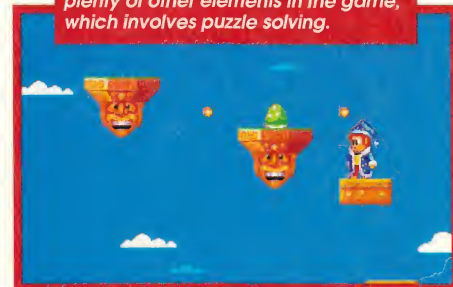
Why is it that platformers sell consoles so easily, yet all they can usually elicit from the Amiga crowd is a bored yawn?

This doesn't seem to worry the software houses much, as they can be pretty sure that a platformer will shift a pretty predictable number of units but as the number of these types of games increases, it becomes harder to make that oh-so important splash.

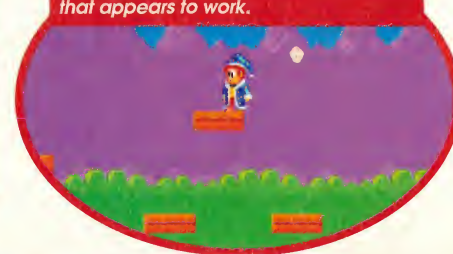
Anyway, this is yet another forthcoming effort from Daze Marketing. I don't know how they do it but their programmers must all have grey hair by now! Anyway, *Woody's World* is set in a mysterious land where six castles have been overrun by big menacing baddies, out for a good thugging time.

As Woody you must rid each castle of its vile inhabitants and free the land of all evil. To kill the aliens, in good old platform tradition, Woody must jump on their heads.

▼ Another platform but there are plenty of other elements in the game, which involves puzzle solving.



▼ You may think that jumping about from platform to platform would get boring after a while but it is a formula that appears to work.







▲ A lot of Woody's World will be spent with you aimlessly leaping about from platform to platform in a vain effort to get somewhere new.



▼ The map will appear each time you complete a level, and will enable you to get to the next one very quickly.

STEAM CASTLE

90°

# S WORLD

By doing this, collecting treasure, staying alert and being exceptionally quick on his little feet, Woody is continually rewarded as he successfully navigates his way through the numerous castles.

To aid you in your arduous quest it is possible to power-up Woody to make him become Prince Woody who has the ability to slide through narrow gaps and kick the baddies where it hurts. You can also power-up into King Woody.

This adds a whole new dimension to the game as King Woody has the ability to enter rooms that were previously inaccessible, thus providing access to new levels.

Collecting coins gives you the ability to shoot magic stars at your enemies to kill them and believe me this is much easier than jumping on them.

Throughout the levels you will come across blocks with hearts on them. By banging your head against them you can uncover bonuses including Prince and King power-ups, free lives and many other useful items.

At the end of each castle you will come across a sort of sub-game not too far removed from the Wheel of Fortune.

During this you get the chance to collect extra lives, power-ups, and more importantly, a chance to skip the end of level guardian.

If you do not get to skip the baddie you must then take him on. Rather than just jumping on their heads you will more often than not be required to solve puzzles or work machinery to be able to destroy them, all the while avoiding the guardians' defences.

If you successfully defeat the guardian you will be taken to one of a number of bonus rounds where there are points and power-ups aplenty.

The game takes elements from all of the best console platform games and tries to



▼ Collecting coins will be advantageous to you if you can collect enough. At the end of each level you may have the chance to enter a sub game.

▼ If you die, as will undoubtedly happen quite often, don't worry, you won't see anything too gruesome, it's not that type of game!

**This takes elements from all the best platformers**

mould them into a successful game on the Amiga.

Whether they actually succeed or not we will have to wait and see, but at this stage of development it must be said that it is looking quite promising.

There are plenty of platform games around but for my money none have as yet come up to the standard achieved on the (inexplicably) more popular consoles. Much has been said about *Battletoads*, but who knows, maybe this game will be the one to change all that, and even if it isn't, we can still all still look forward to *Superfrog*!

**PROJECT:** Woody's World

**HOUSE:** Daze Marketing **RELEASE:** TBA

**TEAM:** Vision **PRICE:** £25.99

**COMMENTS:** Platform games always look promising at this stage but more often than not I feel that the software buying public is left disappointed. Why these games are much more successful on cartridge formats I don't know, but they always seem to play far better on those machines. Perhaps *Woody's World* from Daze will change my opinion about that, but as ever we will just have to wait and see.

**INSPECTED BY:** Steve



# SOCCER



▲ Now who would want to decorate their living room this delicate shade of green? Mad, that's what they are.

## More soccer madness crystalises from Krisalis...

With the time between now and the next World Cup in America diminishing fast, you can expect to see a great number of games released to tie in with the event. (Although what may be of more interest is how the rule changes to Soccer affect the computer equivalent!)

Anyway, Krisalis appear to have been the first to get in on the act but have taken a somewhat novel approach. Instead of basing the game around the sport they have decided to go for a straight out platform sort of game.

The game is set in 1994 just before the World Cup final in the United States of America. The stadium is packed to its absolute limit with people eager to see the greatest sporting spectacle in the world. Soccer Kid is at home in England watching it on his TV set.

Meanwhile deep in outer space but still near the planet Earth, the alien pirate XXX is scanning the area for a trophy to add to his already extensive collection, when he happens to stumble across that oh so magnificent trophy, the World Cup which is shining brightly and on display back at the stadium. (Pretty likely story eh?)

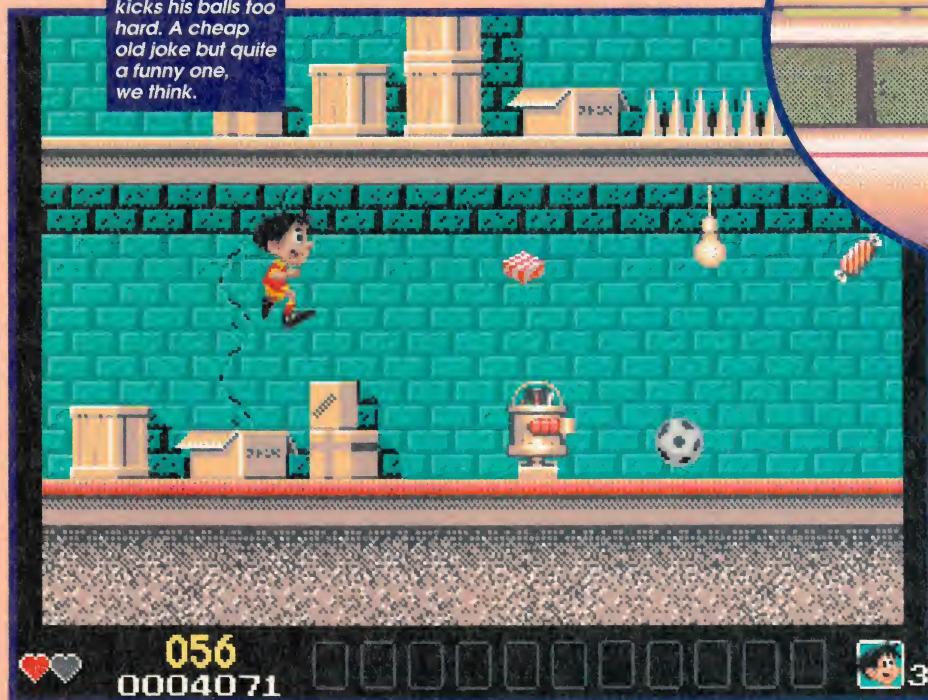
As soon as he sees it on his scanners he swoops down to Earth, desperate to collect



▲ It really isn't his day, is it now? The words 'as flat as a pancake' spring to mind.

You must traverse the landscape with your ball in an effort to find each bit of the Cup

▼ Soccer Kid kicks his balls too hard. A cheap old joke but quite a funny one, we think.



▼ Ooops! Soccer Kid discovers that human-powered flight is indeed an impossibility.





# KID



▲ Some crazy dude with green glasses asks for a kicking. Well, I'm only too happy to oblige.

his prize. Once he has managed to steal the Cup he zooms back into space. Unfortunately, upon hitting the atmosphere he collides with a passing asteroid. The Cup is sent flying from the cockpit, shattering into six pieces.

The pieces fall back to Earth with each piece landing at a different part of the globe. Soccer Kid leaps from his sofa, pulls on his football strip and boots, picks up his football and sets off on a mission to recover the trophy. Ho hum...

This is where the player comes in. As Soccer Kid you must traverse the landscape, with your ball of course, in an effort to find each part of the cup.

Your journey will take you around many different countries including Britain, Russia, Japan, Italy and America. At the end of each stage you will also have to face and defeat an end of level baddie who will be linked in some way to his country of origin. For instance the end of level guardian for Japan is a Sumo Wrestler!

Wrestler!

Soccer Kid's only weapon is his football

▼ Soccer Kid eyes the gap somewhat nervously. Can he make it? Did he lace his boots properly?



▼ Time to swing for something that looks suspiciously like a can of Coke. Product placement again?

but fortunately he is an extremely skilful and talented footballer, able to manipulate the ball to his advantage in many different ways.

His abilities include trick shots, super shots, trick headers, overhead kicks, balancing the ball, super leaps, power headers and a standard kick.

Soccer Kid really does look amazing, and I am happy to say that even at this early stage in its development it plays just as well!

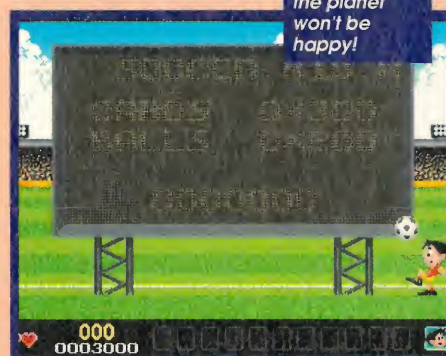
There is just so much to do that your interest level is raised immediately, and it looks as though it will take quite a while to wane. The World Cup may seem a long way away at the moment but by the time this game is released World Cup hysteria will be approaching fever pitch.

If Krisalis get it right, as they seem to be doing so far, then they will have a sure fire hit on their hands, and I for one am certainly looking forward to it!



▲ Soccer Kid gets tired of do-gooding and decides to nick a performance car. And who wouldn't?

▼ Don't break the score-board! Half the planet won't be happy!



## PROJECT: Soccer Kid

HOUSE:	Krisalis	RELEASE:	May '93
TEAM:	In-House	PRICE:	£29.99

**COMMENTS:** I am not that big a fan of platformers and often find them somewhat tedious and samey. Soccer Kid however would appear to be different. The game is a tricky to get into at first but once you have mastered the ball control, you will be whacking enemies in the face with the ball with the accuracy of Gary Lineker. Add on to that the tie-in with the '94 World Cup and this should be absolutely massive.

INSPECTED BY: Steve



## GIVING THE GA

Continuing the recent trend of complete solutions in Amiga Action, we are proud to present another. This time it's not a graphic adventure, but Krisalis' SAS simulator, Sabre Team. So remember, he who dares, wins!

### Choosing your squad

This is vital to the success of any mission. If you don't have the right men for the job, the chances are that you will be wiped out within a few turns. So, thoughtful as ever, we are providing you with a complete profile of the best soldiers to use, as well as a few handy hints about which members work better together.

### Jones : Trooper

He is very strong and has the highest action points. Unfortunately he has low perception and intelligence. Best used as a scout, or

buffer man as he is able to handle multiple targets. He also works well with Calvert.

### Equipment

L7A2 : 1 belt of ammo, S10 respirator, Bullet proof vest, 2 x stun grenades, 2 x C.S. gas grenades and a med pack.

### Calvert : Trooper

Second highest action points overall. He has high perception so when used alongside Jones, their combined skills are used to the full points-scoring advantage.

This guy is generally a good all-round

soldier, and as said earlier, works best with Jones.

### Equipment

G3 : 2 x 7.62mm magazines, S10 respirator, Bullet proof vest, 2 x stun grenades, 2 x C.S. gas grenades.

### McDonald : Corporal

Good all-round soldier who excels when in stealth mode. He is very useful in the embassy siege and works particularly well with Roderick.

### Equipment

G3 : 2 x 7.62mm magazines, S10 respirator, Bullet proof vest, 2 x stun grenades and 2 x C.S. gas grenades and a medical pack.

### Roderick : Sergeant

Roderick is an excellent marksman – if you need someone to take a long shot then he is your best bet as he rarely misses from any range. A very good all-round soldier who teams-up well with McDonald.

### Equipment

G3 : 2 x 7.62mm magazines, S10 respirator, Bullet proof vest, 2 x stun grenades and 2 x C.S. gas grenades.

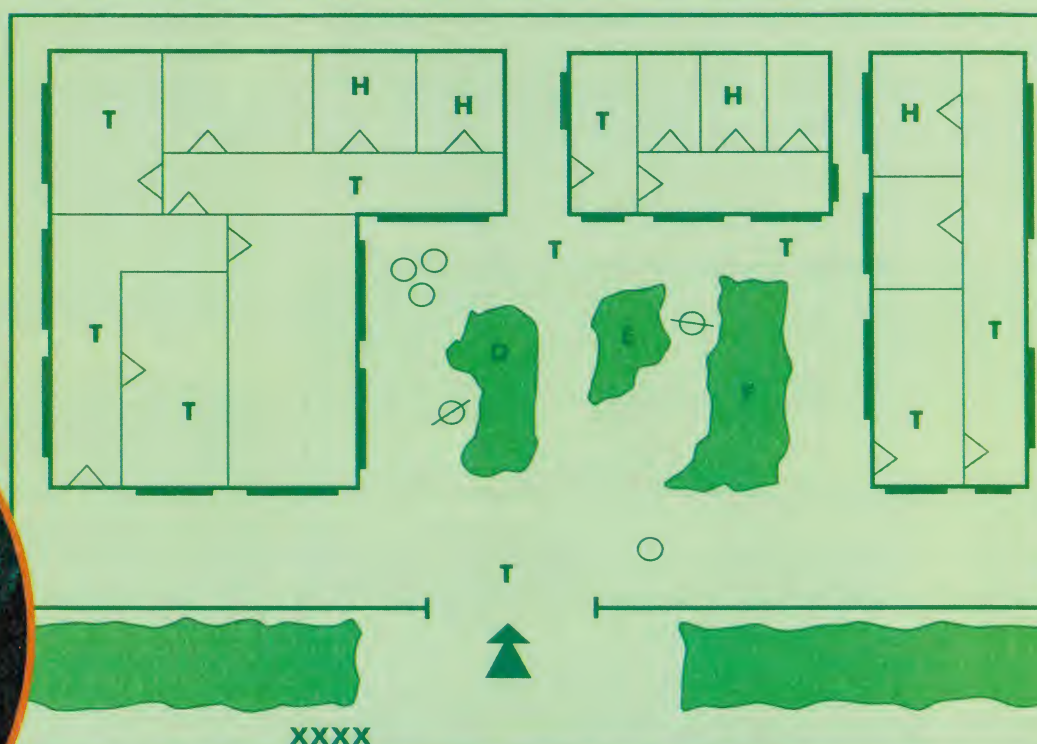
### General Hints

It is vital to watch the computer's turn, especially if he has your men in sight.

It will also show you where he is, giving you a good idea of whether to move and shoot, head for cover or use up a precious

### JUNGLE COMPOUND

X: DROP ZONE T: TERRORIST H: HOSTAGE ∇ DOOR D/E/F: BUSH

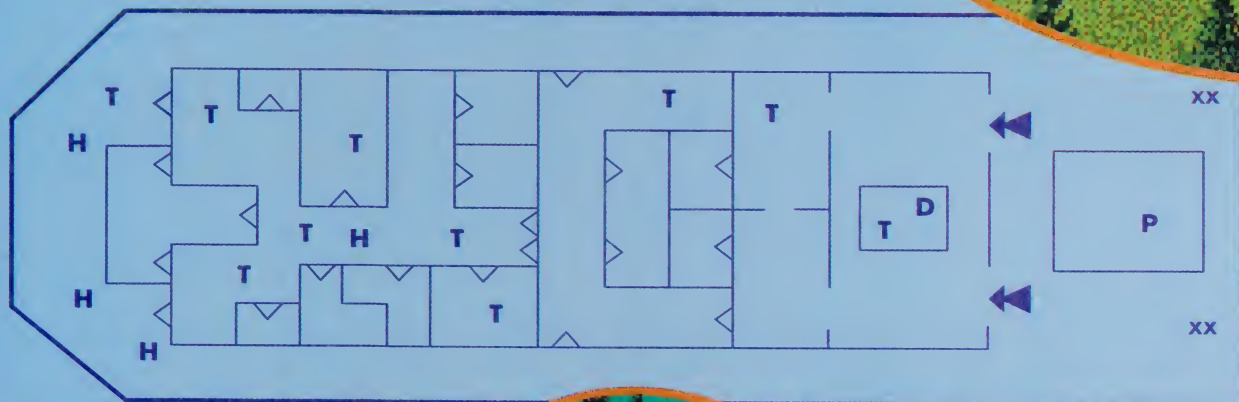






## CRUISE LINER

P: POOL D: DANCE FLOOR



grenade. Also, it will let you know the number of terrorists who are active.

On the whole, it is best to use stun grenades in the open, and C.S. gas in enclosed areas, but most importantly, don't waste them as they are in very limited supply. There is little point in picking up dead terrorists' weapons and ammo unless your own has run out during a mission, so don't waste your valuable action points.

Be extremely careful when passing windows as terrorists are out of sight and you can get taken out without even knowing what hit you. This is especially true in missions 1 and 4.

Never enter open areas or rooms without plenty of action points, as you don't want to get stranded with no chance of escape. Either leave a soldier with 10 or 15 action points left at the end of a turn, or use any additional points that remain to scan the area with the blueprint map. Don't get too reliant on the scanner though as the terrorists are constantly on the move, so keep your eyes peeled and salted.

If one of your soldiers takes a hit, either leave him in one place as security, or try to move him towards the exit to wait for the rest of the squad, making sure he's got the medical pack of course to help him recover.

When you have completed missions 1, 3 and 5 be careful when you leave the area as reinforcements are likely to be waiting outside the perimeter gates.

Most importantly of all, after every successful move, save the game! You will thank us for this advice one day!



## Mission One - The Jungle Compound

Now that you might think you've grasped the essentials of how to go about this game, it's time to put the theory to the test.

In this mission, there are four hostages, 10 terrorists and reinforcements when you try to leave.

Land to the left of the main gate. Load Jones before moving and let him take out the first terrorist at the main gate. Don't load the other three men until the third turn and use their action points to hit cover.

Jones and Calvert should go left, but not stop in front of windows. McDonald and Roderick should move forward to the bottom edge of BUSH D.

Send Jones straight for the hostages in BLOCK A. Calvert should clear the front rooms in this block. Conceal Roderick in BUSH E to ambush any terrorists coming from BLOCK C. McDonald should move to BLOCK B, all the while being wary of the windows, release the hostage and follow him out via BLOCK A and BUSH D.

Once Calvert has cleared the rooms, move him out to the left of the gate to act as security. Jones should then release the two hostages and follow them out.

Roderick should move to BLOCK C via the top of BUSH F. This is a good time to use a stun grenade. McDonald should go to the right of the gate for security.

Send Jones to BUSH E as back up for Roderick. Release the hostage in BLOCK C and bring him out via BLOCK B.

Do not go near the perimeter, but move all of the team out of the side gate for a

chopper lift and the successful completion of the first mission.

## Mission Two - The Embassy Siege

Use the same men as before and the same weapons. You could use silenced weapons but in this mission, it's best to make a lot of noise to draw the terrorists into your kill zones.

Send Jones and Calvert left as they will be doing most of the exploring. Roderick and McDonald should go right. Keep tight and don't go around corners or into rooms unless you have plenty of action points.

If you have any doubts throw a grenade, as this is a much better alternative to losing a member of your team.

This is the largest mission area and there are many rooms. Pay special attention to the hearing of Calvert and McDonald as the terrorists will move towards the action.

Clear the rooms as you go as there is nothing worse than getting caught from behind. There are only 10 terrorists with no reinforcements, and the mission is complete when all hostages are freed or all terrorists have been eliminated.

## Mission Three - The Underground Fortress

Land the team just to the right of the hut as this helps with concealment. Dispose of the check point guards, using a stun grenade if necessary. Make McDonald and Roderick enter the fortress using the left hand side of the road. Jones and Calvert should enter via the right side of the road.

Be extremely careful about leaving your team exposed in corridors, as this is a very small area with a high concentration of troops. (There are 12 in the fortress plus reinforcements).

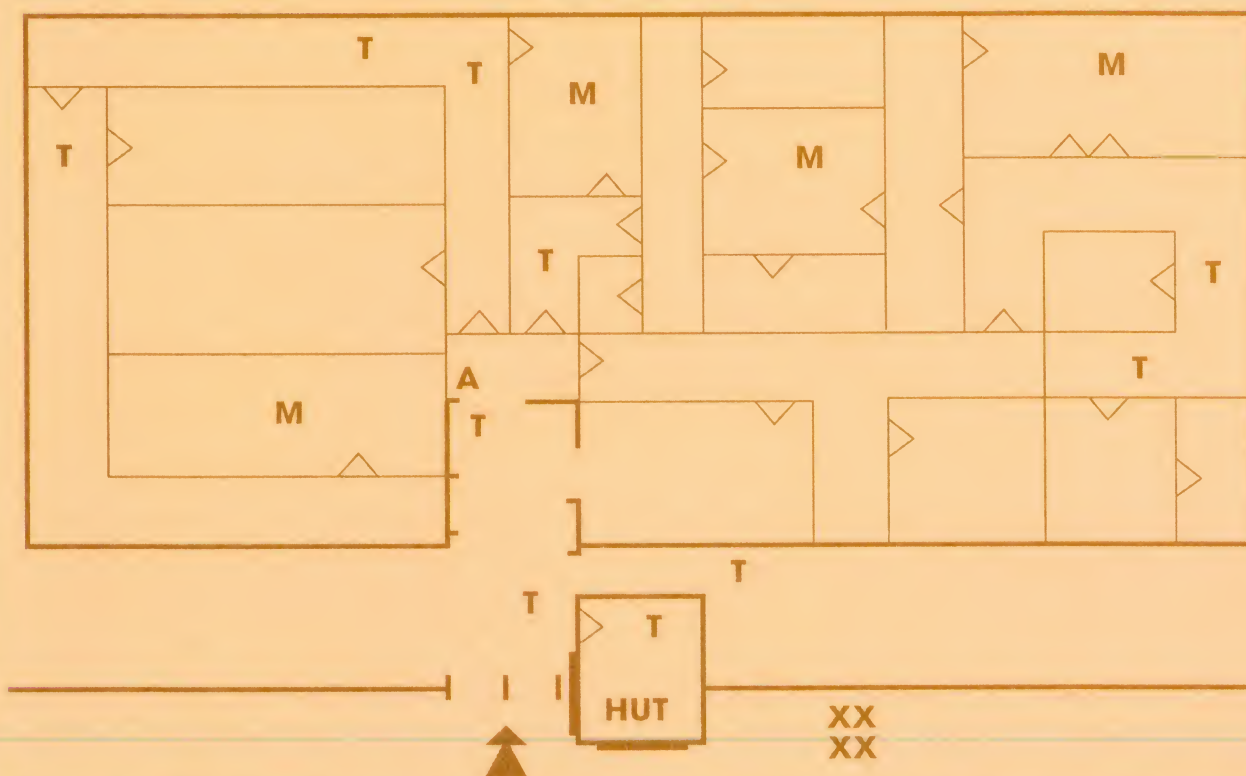
Jones and Calvert must go to the far right of the fortress and then sweep towards the centre exit clearing all rooms as they go. You should also clear machines as well - remember, it takes three spray shots to destroy them.

McDonald and Roderick should clear the

# SABRE TEAM

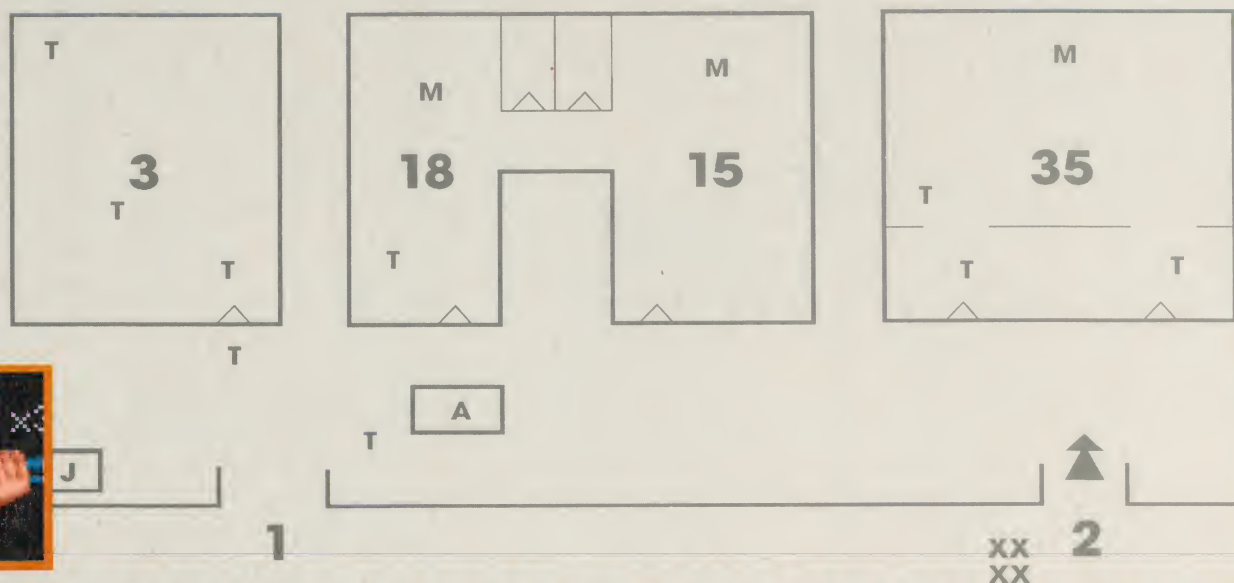


**M: MACHINE**



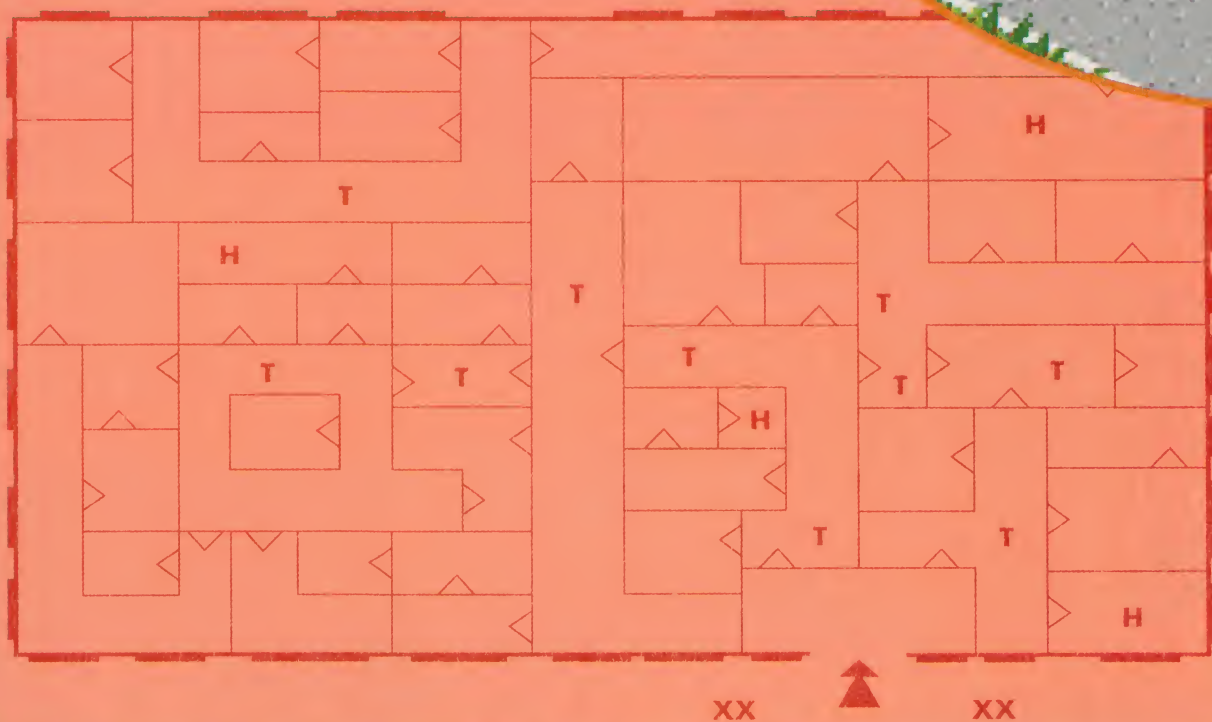
destroyed, the team should exit the area together. Be aware of every movement in and around the perimeter and use grenades if you are in any doubt. The men must be outside the main gate to complete the mission successfully .

M: MACHINE    J: JEEP    A: ARMOURD CAR





## EMBASSY SEIGE



### Mission Four – The Cruise Liner

This is a straightforward mission. There are four hostages and 10 terrorists and the only real open areas are the dance floor and the outside decks.

On no condition should you send team members towards the bow (or front for you non-nautical types) of the ship along the outside decks. Also there are no reinforcements.

For this mission you should change buddies. Send Jones and McDonald inside through the right opening, while Calvert and Roderick go in through the left.

Take out the terrorist on the dance floor with Jones and move him and McDonald towards the next room. It may be wise to throw a grenade as there are

usually two terrorists waiting just outside the next door.

Clear the first rooms and corridor and converge the team on the centre doors.

Remember though, only enter through doors with maximum action points – you'll need them. Send McDonald to secure the left room and

Roderick the rooms on the right. Jones and Calvert should continue forward.

At this point, it is wise to use a stun grenade, as a hostage gets in the line of fire and you'll need the extra move to get to him and the terrorist at the top of the corridor.

Once the corridor is clear, send Jones out to the deck via the left door and free the remaining hostage. Send Calvert right clearing the remaining room and outside deck. If for some reason you have missed a hostage and terrorist on the outside decks, send your men in pairs – not as individuals.

Finally, don't stand in front of port-holes, as they may look small but you can still take a shot through one. You must eliminate all terrorists for successful completion of the mission.

### Mission Five – Missile Factory

On this final mission there are a lot of open areas to cover, in and out of the factory buildings. There are four machines and 11 terrorists. There are also reinforcements that appear from gates one and two, but you need



only be concerned with gate one as this will be your exit point.

As this is the last mission, take all remaining grenades as you will need them. Land the team next to gate two and send Jones and Calvert in to clear building 35, one in each door.

Position McDonald and Roderick between buildings 35 and 15 as security. When 35 is clear and the machine has been destroyed, move Jones and Calvert towards building 18 using the armoured car as cover.

Clear building 15 with McDonald and Roderick, and move them into building 18 via the internal connection. Clear 18 and bring them out to the armoured car, once again using it as protection, and give cover to Jones and Calvert who should now be on their way to clear building 3.

Only send Jones and Calvert into building 3 with maximum action points. Once the last machine is destroyed, move the Sabre Team towards the exit, being very careful of enemy reinforcements. Use your remaining grenade if necessary.

The team should now be outside gate 1, for successful completion of the game.



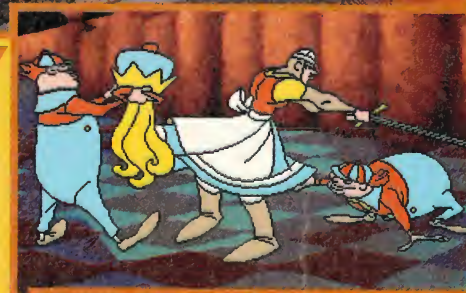
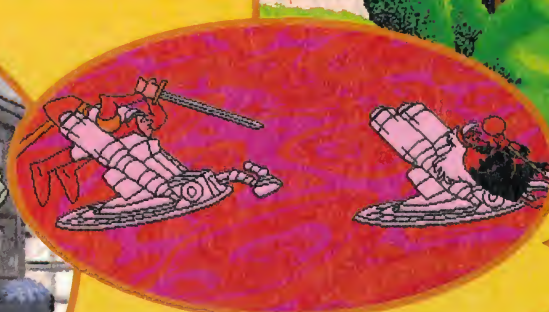
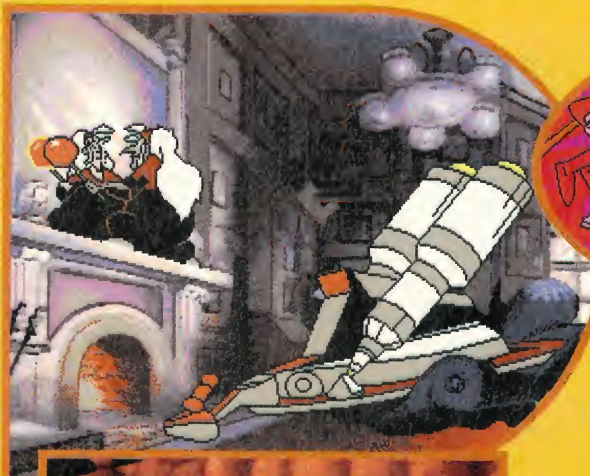
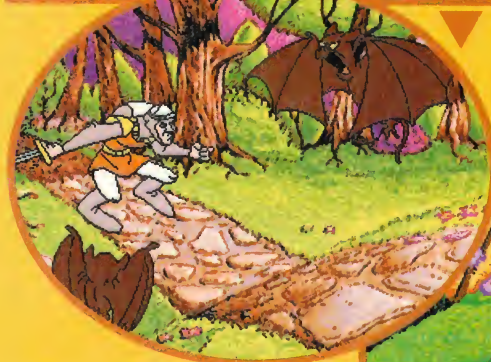
# SABRE TEAM



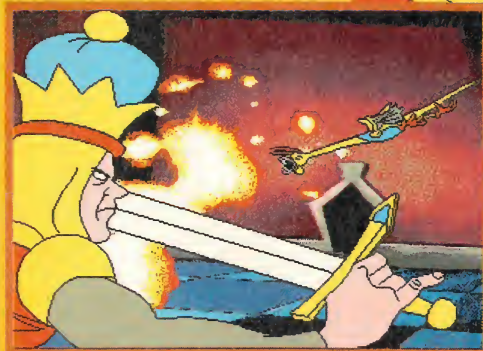
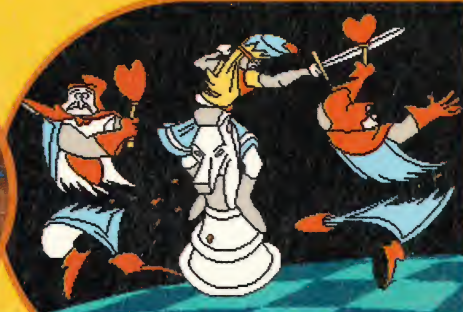
# DRAGON'S LAIR III

## GIVING THE GA

*You'll probably have reached the end of your tether by now after playing this. At last your frustrations can end, as we give the solution to the entire game.*







## Scene

The following directions are all movements you need to make on your joystick.

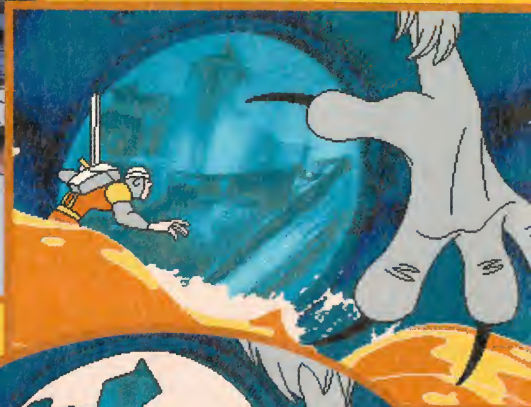
1. Intro
2. Up, Fire, Fire
3. Right
4. Fire
5. Fire
6. Left
7. Left
8. Up, Down, Fire
9. Right, Fire, Left, Fire
10. Up, Left, Right
11. Fire, Left
12. Up, Right
13. Left, Fire

# CURSE OF MORDREAD



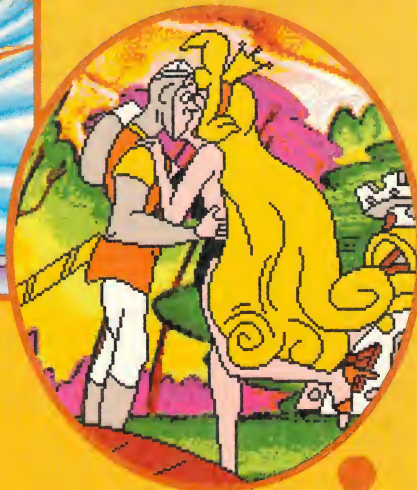
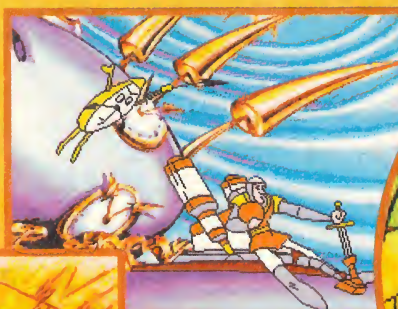
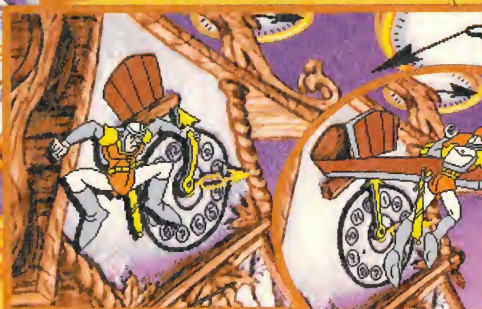
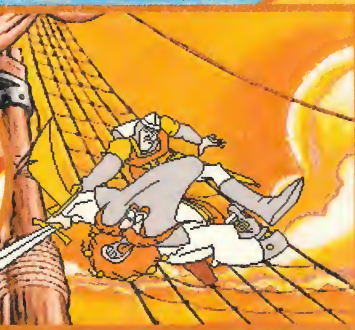
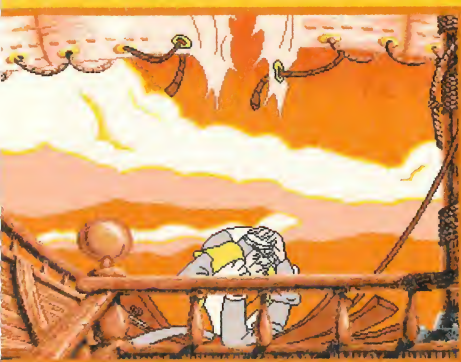
# DRAGON'S LAIR III

## GIVING THE GA





# ME AWAY



## Scene

14. Up
15. Left, Down, Right, Right, Down, Fire, Up
16. Left, Down, Right, Fire
17. Fire, Fire
18. Left
19. Fire, Down, Right
20. Right, Up, Fire, Up, Fire
21. Fire, Fire
22. Down, Fire, Fire, Left
23. Up, Up, Right, Up, Right
24. Right, Up, Right, Right
25. Down, Left
26. Down, Right, Right, Fire
27. The End

# CURSE OF MORDREAD



*This month we have included something a little different in the Small Tips Page. For the first time ever we are going to include codes for the Action Replay Cartridge as well as the usual hidden treats from the latest games. Here goes.*

## THE CHAOS ENGINE

If you find yourself struggling in the Bitmaps latest all action extravaganza then here are a couple of items which you may find of use.

Play the game until you come to the first world fourth level and pick up the party power up icon. This will last for five seconds. Before the countdown has expired you must double back to the entrance in the forest, at which point you will be awarded with unlimited everything. Thanks go to John Kennedy for that one.

If that is not enough to help you complete the game here are the codes for both one player and two player games.

### Player 1 & CPU

World 2 Maze - WHX5CD#16ZFN  
World 3 The Pits - NDTPH9NC1PH8  
World 4 Sewer - ZLNQ7K58S6SR

### 2 Players

World 2 Maze - FJZ9184Y623D  
World 3 The Pits - YSZD5CDZ0PZG  
World 4 Sewer - 16715MWF6Z02



## HISTORYLINE 1914 - 1918

No sooner does this game get the full Amiga Action treatment than here we are giving you the complete list of level codes for each scenario in single player mode.

- |           |           |
|-----------|-----------|
| 1. Pulse  | 13. Signs |
| 2. Goose  | 14. House |
| 3. Sport  | 15. Sigma |
| 4. Bimbo  | 16. Seven |
| 5. Tempo  | 17. Zombi |
| 6. Baron  | 18. Moves |
| 7. Bumm   | 19. Blade |
| 8. Level  | 20. Zorro |
| 9. Toxin  | 21. Stone |
| 10. Princ | 22. Mosel |
| 11. Clean | 23. Order |
| 12. Xenon | 24. Sodom |

## BILL'S TOMATO GAME

Before we get on to the business at hand let me take a moment to say that there is no point in sending in level codes for this game, the reason being that they vary with different copies of the

game, so please stop sending them. Anyway, if you are hopelessly stuck on a level simply pressing help will allow you to carry on to the next level. Who needs level codes!

## ACTION REPLAY CODES

For some reason no one has ever sent us codes for the Amiga Action Replay cartridge yet this month we were bombarded them. We decided that there must be a demand for them so we have printed what we consider to be the best of the bunch. Keep sending them in and if they are any good we will use them.

### The Chaos Engine

Lives for player 1 - C21407  
Lives for player 2 - C21409  
Special Power for player 1 - C25B2E  
Special Power for player 2 - C25BA4

### Crazy Cars III

Money - 19B37  
Nitros - 17953



### Alien Breed 92 Special Edition (P1)

Lives - C059C7  
Ammo - C059CB  
Keys - C059D3

### Alien Breed 92 Special Edition (P2)

Lives - C06167  
Ammo - C0616B  
Keys - C06173

## SLEEPWALKER

To make Ocean's Comic Relief tie in just that little bit easier simply type in DINGADINGDANGMYDANGALONGLINGLO NG. Ralph and Lee's noses will

then change colour from to green. From then on when you press the TAB key during the game you will receive nine lives, full energy, all animations and all comic balloons. Also if you strike the return key you will skip on to the next level.





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AS14 JUMPER, GOMULU, JUMPY,  
CRACKER, KLONDYKE, TURBO  
DUEL  
AS15 GO LOOLY, RETALIATOR, RAID  
AS16 DOWNHILL CHALLENGE,  
PACMAN 87, LLAMAS, WELLTRIX  
AS17 DESTINATION MOONBASE, TRIX,  
CLAUDS RUNNER  
AS18 AIR ACE 2, SNAKE PIT, H BALL,  
NUMBER FUMBLER  
AS19 BLIZZARD, BATTLE PONG  
AS110 PICKOUT, ESCAPE, SYS,  
PIPELINE  
AS111 DAD, REVERSI, CONNEX 4,  
TRIPPIN, TOWERS OF HANOI  
AS112 CAR, POWER PONG, XF1,  
LLAMATRON  
AS113 IMMIGRATION, BLOCK IT,  
SQUAMBLE, SUPER TWINTRIX,  
ASTEROIDS, BALL  
AS114 CHINA CHALLENGE, AMIGA  
COLUMNS  
AS115 LETTIX, MAMBA MOVES,  
BATTLE CARS  
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TETRIX, BATTLEMENTS  
AS122 LEMMINGHOIDS, DUEL,  
MOUTH MAN, WIZZY'S QUEST  
AS123 QUICK MONEY, BIPLANE 2,

**INTERFERON, ARCADIA**  
AS124 REVENGE OF THE MUTANT  
CAMELS, NEBULA, CROAK,  
3D MAZE, DUX  
AS125 E-TYPE, MR. BRICK, COPPER,  
MR. WOBBLY, HEMROIDS  
AS126 SUPER PACMAN 92, SMASH TV,  
ASHIDO, BALLY 5, SYSTEM 4  
AS127 VIDEO POKER, CARD SHARP,  
MONTANNA, BLACKJACK LAB  
AS128 DOODY GAME, DR. MARIO,  
INVADERS 2, FLAG CATCHER,  
MAD BOMBER 2  
AS129 DOG, ROME, NOVA, QUADRIX,  
BRIDGE BALL, ATTACKS,  
AS130 CHROME, TANK ATTACK,  
BOUNCE & BLAST, RAID 3  
(TOTAL FIRE)  
AS131 ISHID O MATIC, CRAZY PIPE,  
ARAMAX, REVELOUTION  
AS132 BLOP, FIRE FIGHTER,  
SECTOR ONE  
AS133 TOTAL WAR, HYPER BALL  
AS134 TRAIL BLAZER, YELP, Q-BIC,  
RUSH HOUR  
AS135 POING, SNAKE PIT,  
JUMP'N'ROLL, CYBERNETIX  
AS136 DONKEY KONG, SUB ATTACK,  
TACKTIX, MOTHER LODGE,  
WONDERLAND  
AS137 KIAKTRIS, POD, PACCER,  
GHOST SHIP  
AS138 BALDY, ONE ON ONE,  
TRANSPLANT, FLYER 2  
AS139 BLUE MOON, CARD O RAMA,  
KLONDIKE, POWER POKER,  
SEA HAVEN, SPADES, AMIGA  
SOLITARE, STREETS & ALLEYS,  
BLACKJACK, SPADES,  
CRIB MASTER  
AS140 PUZZ 75, GOLD, RUSH HOUR,  
COBRA, DUMBELL, FLYING,  
BUNNY, RABBIT GET MY GOAT,  
WORDHAI  
AS141 DELUX PACMAN, LEAP 2,  
HELLZONE, TRACTOR BEAM  
AS142 GALAGA 92, DOGS IN SPACE,  
INTRUDER ALERT  
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CROSS MAZE, LEAPROG  
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# are you being SERVED?

Networking is an area of computing that has grown explosively over the last decade. So what's available for Amiga owners?

BY: NICK MERRITT

Isn't it strange that when most people buy a home computer the first thing they consider is what hard drive, printers and games to buy. But there's a huge area of computing which most people still neglect and which most people will one day end up getting into – whether they know it or not!

I am of course talking about networking. Many in the Amiga community might regard networking as rather a dry subject – to do with protocols, modems and the like but they'd be dead wrong. The subject is just so vast and influential that classifying it as something boring and forgetting about it just isn't an option anymore.

Of the many networking companies around at the moment offering on-line services in the business and leisure fields, CompuServe is by far the biggest with 1.2 million subscribers.

It was founded in 1969 as a computer-timesharing device (allowing remote users to log on to a mainframe and use computer time for scientific purposes). If this sounds a dull way for an Amiga jock to spend their time, well things have improved a bit since then, and CompuServe is now one of the leading providers of telecommunications networking facilities, electronic mail and leisure and business services.

To emphasise the global nature of the networking business nowadays, CompuServe's processing hardware is located in Ohio and the United States. If you log on to the network in London, you'll never realise just how and where your messages are being shunted around to and from.

And although CompuServe's main revenue earner may come from corporate activities like providing news information services (like Reuter's), or the weather, or Stock Market information, they certainly aren't ignoring the home user. In fact, companies like CompuServe are making huge inroads into the computing community by selling the fun aspects of the subject. And fun isn't just to do with playing games either, as we shall see.

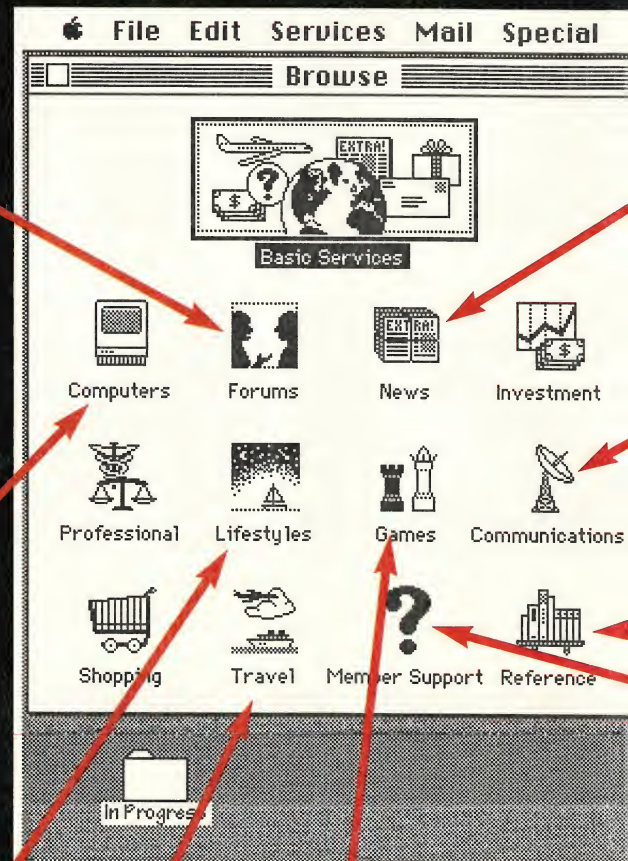
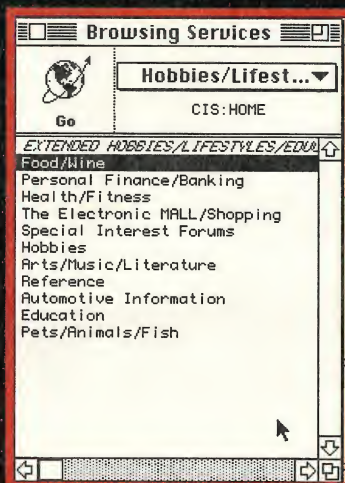
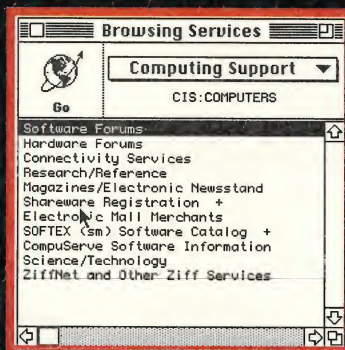
The best news is that CompuServe's facilities can be accessed by just about anyone with a modem and

a home computer. For the purposes of this article and to save time, I have used a Macintosh PowerBook portable linked up to the company modem, although in later articles on this subject, I will be concentrating on the Amiga.

The most interesting and fun aspects of CompuServe's abilities are the interactive facilities, and it is these I will be concentrating on (as I'm sure most Amiga gamers really aren't that interested in historic data on the movement of the world's Stock Markets). These include the following: CompuServe Mail (with links into the AT&T

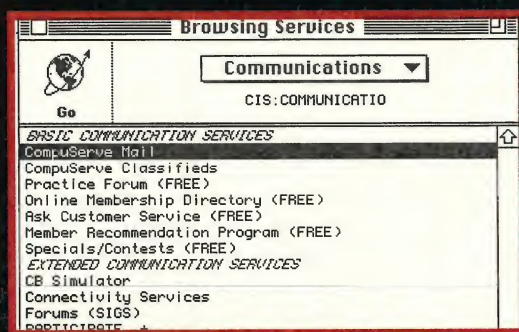
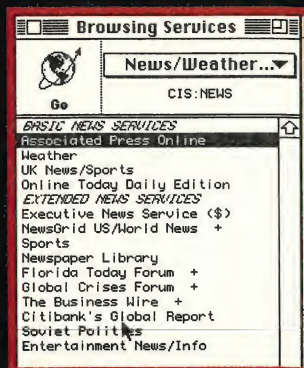
networks, fax, telex and the Internet – a famous USA network), so that you can send electronic letters to people wherever you like, simulated CB where you can 'talk' to any other subscriber anywhere in the world, and interactive games (where you might end up playing a role playing game against someone based in California).

If you've decided upon joining CompuServe and making contact with the 17,000 other UK users of the service, how do you go about it? What do you need? How do you find your way around the seemingly complicated system?



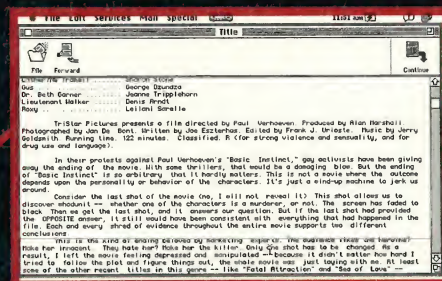
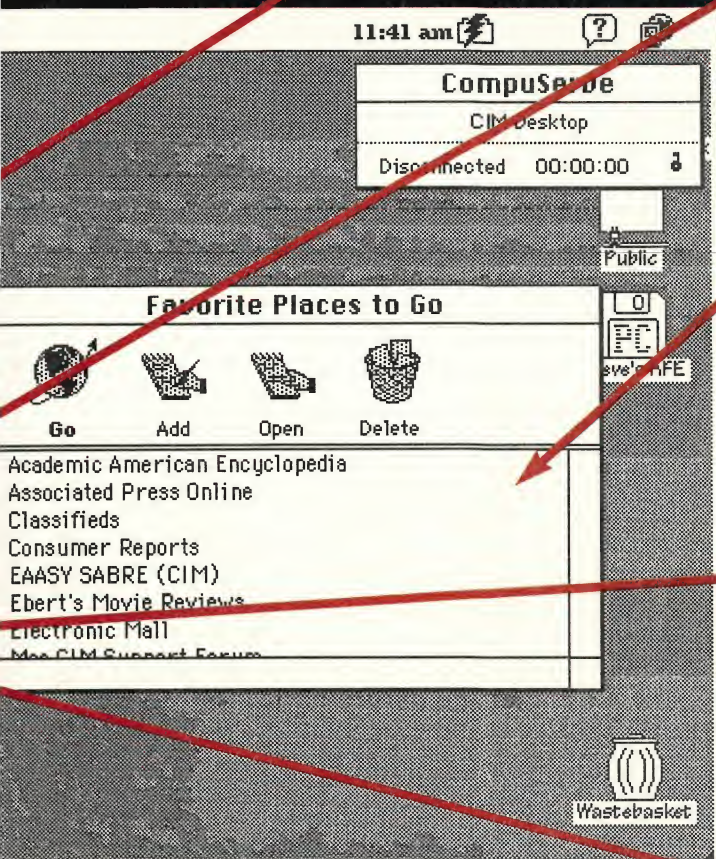
The service which will be most interesting us!



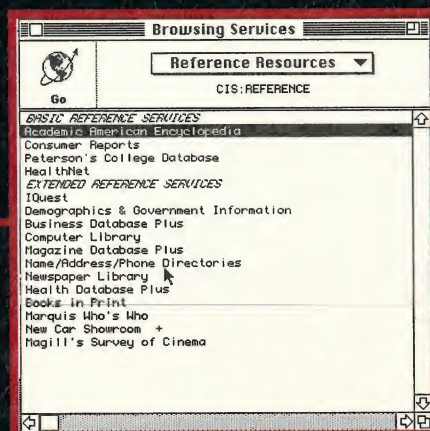


## CONTACTS

CompuServe  
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Tel: 0734 391064



This menu  
provides easy  
access to the  
most  
commonly  
used stuff (like  
film reviews).



are taken from a Macintosh!)

Once you've received the IM, your password and your user ID, you're ready to go!

The first thing you should do whenever you join a network is learn to find your way around (out of common courtesy if nothing else)! There's nothing more annoying than a new user blundering

into a discussion about Space Travel or something and messing the flow of the argument because he doesn't know how to use the network properly! Luckily, there are plenty of places to go for help, practice areas and other users who are usually only too happy to assist you.

So the golden rule is: Don't go firing off into some highbrow discussion right away – learn to use the basic facilities first – like the Weather!

Once you've started to feel more at ease with the facilities, you can start to stroll through the system seeing what is on offer. The Basic Services provide you with stuff like the News and the Weather. For the games and everything else, you'll have to wade through several sub screens until you find the service you want. Don't feel worried about trying something – you can't break anything!

So why might you want to join CompuServe? Well, it depends on what you are looking to get out of it. If you want the chance to play games against people anywhere on the planet, meet and communicate with those same people, have arguments, expand your mind, catch the weather forecast or follow the latest news, there's really nothing better.

If on the other hand you are happy playing Scrabble and watching Ceefax, well, that's okay... but soon everyone will be on a system like CompuServe. Forget Virtual Reality – this exists.

Anyway, that's enough for this month. I'll be taking a closer look at what CompuServe offers over the next few months... starting with the really interesting stuff – the Games Forum...



The first thing you're going to need is a chequebook. Joining a network isn't cheap and the major costs lie in racking up a huge telephone bill which you'll have to pay for eventually. It is for this reason that most users log on after 6 o'clock, when the BT cheap rate comes into effect.

What else will you need? A computer and a modem are obvious pieces of equipment, and a high speed modem (we use one with a 9600 baud setting) might be a good idea.

Once you've got this far and have sent off your cheque to CompuServe, you'll receive a software

package called the Information Manager in return. I should just point out that although you can access the CompuServe network with an Amiga and a modem, there is as yet no Information Manager program available to help you.

In practise, this isn't a great blow as all the IM does is keep a track on what's going on and manage the various things you might be trying to access – ie general housekeeping and tidying up. However, if that all sounds too good to be true, fear not, because an Amiga Information Manager is on its way. (This is why all the screenshots in this article



## STORM MASTER

**Publisher:** Games Worth Playing

**Price:** £12.99

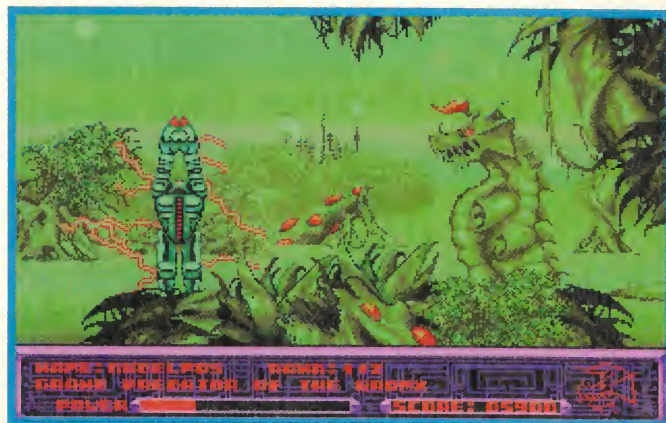
**E**olia is a land where myth meets truth, and where constantly blowing winds are the means by which goods are moved and armies travel to war. You are the Storm Master. You must quickly assert your authority and learn to predict and harness the strength of the winds, which are apparently the key to power and prosperity.

*Storm Master* is best described as being in the mould of *Populous*. In this game though you must efficiently harvest and trade crops if you are to have a reasonable degree of success. If all this a little heavy going for you, it might be best to point out that there is also a very impressive, not to mention enjoyable, 3D arcade flying section.

Without a doubt *Storm Master* is an excellent game to get your teeth into, and is a steal at this price.

REVIEWED BY:  
**Steve**

SCORE **84%**



## METAL MUTANTS

**Publisher:** Games Worth Playing

**Price:** £9.99

**I**f anything was ever destined to give you an adrenalin rush, *Metal Mutants* is it. As one of my all-time favourite games on the Amiga, this Silmarils-developed product was inexplicably kept out of the charts at the time of its initial release.

Now is the time for all you sinners out there to redeem yourselves by buying what has to be one of the juiciest and demanding platform blasters around.

Control a robot that can transform into various other mechanical forms. Each creation has a selection of special abilities and weapons. By using such talents, you must progress through jungle terrain, futuristic cities and various other creature-infested domains.

This is a top-rated action affair with superb graphics and excellent sound effects, and certainly deserves an overwhelming degree of success.

REVIEWED BY:  
**Alan**

SCORE **92%**

## CRYSTALS OF ARBOREA

**Publisher:** Games Worth Playing

**Price:** £9.99

**T**here aren't a great deal of RPGs that seems to see the light of day on a budget label, so it makes a nice change from the usual below par shoot'em-ups and platform games when one does turn up.

In *Crystals of Arborea*, Morgoth, Lord of Chaos, has infected your world with his evil. The gods, filled with sorrow and anger, drown all but the land of Arborea. This area was chosen as it is the home of the four sacred Crystals of Harmony which were stolen by the dreaded Morgoth.

In a desperate race against Chaos, Prince Jarel and his trusted band of companions must find the crystals and restore them to their sacred shrines.

It is a little-known fact that *Ishar* was the sequel to this game, and although the follow up was far superior in every department, *Ishar 2* will doubtless make the problems with this now ancient release even more obvious. You should think long and hard about passing it up at such a low price, as it more than equals many of the full price RPGs in the quality department.



REVIEWED BY:  
**Steve**

SCORE **74%**



# OPERATION STEALTH

**Publisher:** Kixx XL

**Price:** £14.99

**T**his was the second graphic adventure to emerge from US Gold's collaboration with French Software house Delphine, and it was one of the classic adventures of all time. You play John Glames, a secret agent very much in the mould of James Bond.

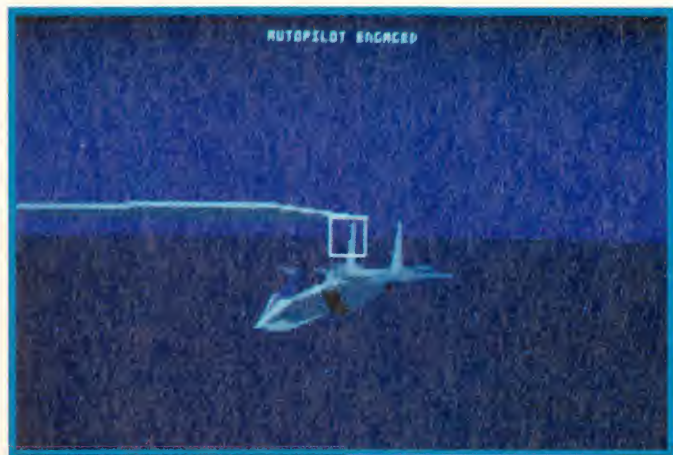
The plot involves you in espionage and intrigue and could be taken straight from one of Ian Fleming's novels. The story is totally engrossing and once you begin to play it, it is doubtful that you will stop until you have completed it.

Some people found the arcade sequences that have been put in to break up the game, unnecessary and far too difficult, but as far I am concerned they are not a major problem. This game is an absolute must for all adventure fans.



**REVIEWED BY:**  
**Nick**

**SCORE 89%**



# F19 STEALTH FIGHTER

**Publisher:** Kixx XL

**Price:** £14.99

**W**hen this game was first released, many ardent flight sim fanatics considered it to be boring and far too easy. I on the other hand completely disagreed and must admit that this is still one of my favourite flight sims. Admittedly there are long periods with nothing much to do but the time skip facility is more than adequate to cope with that. As for the game being too easy, there are varying difficulty levels which make the game ideal for beginners and experts alike.

The only real problem I can see with it, as with all MicroProse products of the time, is the lack of the ability to take part in a campaign scenario. Having taken this into account, it is fair to say that *F19* has been left behind by more modern sims but this is still well worth owning, especially at under £15.

**REVIEWED BY:**  
**Steve**

**SCORE 84%**

# PIRATES

**Publisher:** Kixx XL

**Price:** £14.99

**T**his game gives you the opportunity to take to the high seas, as one of the top swashbucklers of the day. You must guide your character through his career, taking him from a complete unknown, to a legend on the same lines as Blackbeard.

This game was originally released by MicroProse and provided a welcome diversion from their usual brand of flight simulators. It would be nice to see more games of this type from them if they can produce them to this standard. If you like strategy games then you are sure to relish *Pirates'* excellent blend of trading, planning and action.

If you are looking for something a little bit different, and missed out on this when it was originally released and when it appeared on the *Fantastic Worlds* compilation from UBI Soft a couple of months ago, then this could be a good choice.

**REVIEWED BY:**  
**Steve**

**SCORE 80%**

Victorious, you and your friends put the malcontents ashore. Now it's time to set course for adventure, fame, and fortune along the fabled Spanish Main!





## CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	<b>ALIEN BREED '92</b>	TEAM 17	£10.99	SHOOT'EM-UP
2	4	<b>DIZZY : PRINCE OF THE YOLKFOLK</b>	CODEMASTERS	£7.99	PLATFORM
3	3	<b>JAMES POND</b>	GBH	£7.99	PLATFORM
4	5	<b>TRIVIAL PURSUIT</b>	THE HIT SQUAD	£7.99	QUIZ
5	2	<b>F16 COMBAT PILOT</b>	ACTION 16	£9.99	FLIGHT SIM
6	6	<b>TERMINATOR 2</b>	THE HIT SQUAD	£7.99	SHOOT'EM-UP
7	8	<b>FIRST DIVISION MANAGER</b>	CODEMASTERS	£7.99	SPORT
8	9	<b>HERO QUEST</b>	GBH	£9.99	RPG
9	6	<b>PRINCE OF PERSIA</b>	THE HIT SQUAD	£7.99	PLATFORM
10	9	<b>INDIANA JONES : GRAPHIC ADVENTURE</b>	KIXX XL	£14.99	ADVENTURE
11	10	<b>PANZA KICK BOXING</b>	KIXX	£9.99	BEAT'EM-UP
12	7	<b>SPELLBOUND DIZZY</b>	CODEMASTERS	£7.99	PLATFORM
13	8	<b>RBI 2</b>	THE HIT SQUAD	£7.99	SPORT
14	15	<b>SUPERCARS II</b>	GBH	£9.99	RACING
15	11	<b>SHOOT'EM-UP CONSTRUCTION KIT</b>	GBH	£9.99	UTILITY
16	12	<b>TEST DRIVE 2</b>	THE HIT SQUAD	£7.99	RACING
17	18	<b>BUBBLE DIZZY</b>	CODEMASTERS	£7.99	PLATFORM
18	14	<b>MAGIC LAND DIZZY</b>	CODEMASTERS	£7.99	PLATFORM
19	10	<b>LOTUS TURBO CHALLENGE</b>	GBH	£9.99	RACING
20	13	<b>ROBIN HOOD LEGEND QUEST</b>	CODEMASTERS	£7.99	PLATFORM

★ = RE-ENTRY    ⬢ = NEW ENTRY

**C**odemasters prove their total dominance in the Budget arena by providing almost a third of the titles in the Top 20. *Alien Breed '92* manages to fend off *Dizzy*, for this month at least, but it may not be quite as fortunate next month when we could well see a new Number One.

The highest new entry is *Terminator 2* which just goes to show that people will buy anything associated with a big name, as this is one of the worst games ever released on any format!

It's good to see *Panza Kick Boxing* making an appearance as it is one of the superior beat'em-ups around and is therefore an absolute steal at this price.

Other new entries include *Robin Hood - Legend Quest*, *R.B.I. Baseball 2*, and Gremlin's excellent roleplaying epic *HeroQuest*, which should climb next month if there is any justice!

Next month may well see plenty of new arrivals, hopefully including Zeppelin's excellent *Carnage* race game and maybe a couple of titles from Daze Marketing's new budget label.





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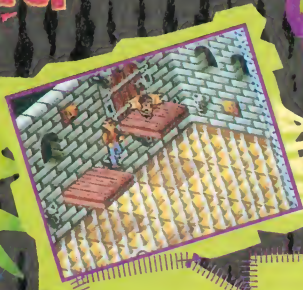
# COMPO

Welcome welcome welcome to that place in the mag where the majority of you who turn here go away disappointed. Perhaps we should ditch the 'Compo Winners' title and call it 'Masochist's Corner' or something pertaining to whips and chains and so on (we know what you're like). Anyway, as you'll know, we've been running a huge number of compos over the last few months and it's about time we started to tell everyone who won the wretched prizes.

So to kick off, here are the winners of the Kontax Units offered in our news pages in issue 42. If you remember, all you had to do was send in a letter asking for the things, so there really wasn't that much skill involved.

● Anyway, the winners were: David McCormack from Leeds (who wanted the A500 unit), Mrs L. Swanton from Reading (the A600 unit) and Mr A. Goodhead from Chipping Sodbury (the Amiga

## STARRING



# WARRIOR



Professor Van Helsing is dead. The containment ritual has failed. You, alone, are left to face six of the most fearsome monsters that ever existed, dozens of their hideous minions and a haunted mansion. You must obtain a specific object from each creature and locate the six missing pieces of the Bloodstar Amulet. If you ever get as far as discovering the hidden Star Chamber then you will confront the monsters in a final battle. There are underwater caverns, secret rooms, razor-sharp pendulums, snakes, pits of vicious spikes and locked doors you may not want to open.

Your chances are slim!





[illegible]

● Anyway, moving swiftly on, the winners of these fine phallic funsters were Stephen Wakefield from Stourbridge, Chris Haggan from Blandford, Martin Richardson from Coventry, Martin Luker from Gosport, Julian Dickinson from Lincoln

● Remember the *Mansell* coverdisk compo? This was so awesomely successful that we're doing the same thing this month. Anyway (subject to verification), the winners are Stuart Brown from Billingham (02:11:44), Steven Ilsley from Kingston-upon-Thames (2:11:82) and Steve Wright from Essex (02:12:14). We'll be in contact with you all soon

● Finally, we must bring this page to a close by announcing the winners of the Ideal Electronic Games Exhibition tickets. The following people can expect to be on their way to this famous show: Nigel Harrington from Kent, Dean Tuckey from Surrey, Simon Hobbs from Rumney, Mr S. Cox from Bristol, Mrs HA Lloyd from Powys, Chris Jackson from Huddersfield, Michael

**Gannon from Wallasey, Mr Atif Kazmi from Willesden, Julian Dickinson from Lincoln (AGAIN?!! Pretty fishy we think!) and Jason Laing from Middleton. Once again, well done to everyone!**

**Next month, we announce the winners of the Grab a Grand (or Two) compo. Can't wait, so stay tuned to Amiga Action!**

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**A** novelty this month – someone complaining about all the recent complaints. Ah well, anything to fill the space...

## IQ of a barn door

Shut it or I'll crack you one. (I'm scared – NM.) I am a pirate so okay, you don't like me. I'll tell you why I pirate games – because otherwise I wouldn't bother with the Amiga anymore.

I and many other people bought the Amiga because of the ability to copy, and if we hadn't, it would have meant less customers for Commodore, meaning less software sales all round.

As for those who say that less piracy would result in a decrease in prices – well, almost all software houses are moneygrabbing thieves (why else do they charge £25 for a game which costs around a couple of quid to manufacture?).

The fact that the prices of console games haven't been reduced even though copying of console games is virtually non-existent shows that game prices wouldn't be reduced if piracy was wiped out. Wiping out piracy would result in less computer sales and less games sales.

## Blackbeard the Pirate, Somerset

You jerk. You have just displayed an astounding ignorance of good manners, the law, economics, the history of the computer games market and the manufacturing process of a computer game. So where shall I start?

Most people buy the Amiga to

play games. Your argument that pirating has actually helped software sales is the first time I've heard that stealing something improves the healthiness of a market.

Do you think the console market has grown so explosively because everyone copies cartridge games? Ridiculous. In fact, you contradict yourself on this point towards the end of your letter.

Games cost far more than a 'couple of quid' to make. The price of a game includes programmers' wages, disk, distribution, marketing, advertising, and equipment costs, and I can assure you this comes to a lot more than a mere couple of quid.

The price of a game, at an average of £25, has remained constant since the Amiga was released, which means (taking into account inflation), prices have actually dropped.

And why do you think so many software houses are switching to consoles? Of course – it's because cartridges can't be copied.

And console games prices are high because the market is controlled in a monopoly-type manner. Not because nobody can pirate them.

People like you are the reason the Amiga market is going to shrink. You are the moneygrabbing thief, not the software houses, and no amount of self-important justification is going to cut any ice on the day you find yourself in court.

## Praise indeed

Talkback is one of my favourite bits of the magazine, but unfortunately I've got one niggle with it. I can't understand why so many people feel the need to pick fault with the mag. Surely you lot out there pick up the mag and look through it before you buy it? If you don't like what you see, choose another – it's not hard!

Come on – let's have less of this and have more praise and more Amiga devoted letters. This is not an ST mag you know – now those people really have something to moan about!

## S. Sells, Doncaster

Thanks for the kind words – it's nice to know we're appreciated (sob). But we really don't mind constructive criticism, and considering the changes the mag has been through recently (for various reasons), it would be churlish of us not to print what everyone thinks.

However, you're right that Talkback seems to have been full of complaints recently, but honestly, if all we're going to get is the kind of dross from Blackbeard the Pirate, then I'd rather have the complaints. So come on folks – write!

## Born in the USA

We are going to America in a few months and I would like to know if Amiga games are cheaper in America and if I was to buy one, would they work on the machines here in Britain?

## J. Blomqvist, Worthing

Yes, they are cheaper, but unfortunately, not as widely available as the Amiga is a very small player in the USA, compared to Europe. They will work with your Amiga, but we have heard of A1200 compatibility problems for some reason.

## A1200 again

I'm writing to ask you why you don't mention A1200 compatibility in your Low Down box? The One does and it seems like a good idea, and it would be a useful thing to know.

## David Alexander, Brighton

Well, we've thought about it, but it hardly seemed worthwhile, for several reasons. One is that we already talk about how the game performs on the A1200 in the body

# STAR LETTER

## Crime here

I have been laughing happily at your page of letters and so because I am thinking that do you get lots of the letters from foreign countries like as mi own? If it is that you do; for what reasons do I not see plenty, only a couple or two? I find your magaxine fun and happy to read into, and also(!) am thinking why is Engelland or better if I write UK? the country only who constructs good and happy magaxiness? I feel sorry for your Engellands food problems that you donot get enough and because you are lining up in plenty of people to get one only bread(we are reading these writings in our papers of information.)



I hope my English has not troubled you to a large amount as I tranferred Ukrainskain to your language through a dictionary which taken me much time and effort!

## Tomas Bowlervitch, Black Sea

Okay, nice one Mr T. Bowles of Somerset – at least you've graduated from sarcasm as a humorous weapon. I would have offered to send you a free game at this point, but since I received another (much nastier) letter (which alluded to various unsanitary habits I might have concerning sheep) from you a couple of days before this one (retaliation for the comment I made about you in issue 42?), I'm not going to send you one. Still, keep it up, at this rate your sense of humour will have developed into something pretty good by the year 2068.



► text (where applicable), another is that few games take advantage of the A1200's features to any significant degree. However, when games start to use the A1200 to a great extent, we'll include such a bit in the Low Down.

## Falc-off

I am a confused A500 owner who doesn't know whether to buy the new A1200 with its advanced graphics, or to betray the Amiga crowd by investing in the new Atari Falcon 030.

I used to be firmly for the

Amiga until one of my friends showed me an article comparing the A1200 and the Falcon. I was shocked to discover that the Falcon has better sound, a slightly faster processor (68030) and a 1.44Mb disk drive.

Is it true that the A1200 can only display 256,000 colours on screen in its HAM mode and that it takes three pixels to change from one colour to another? Is the A1200 the better computer or have Commodore flopped and allowed Atari to produce a better and more capable computer?

**A confused Amiga user, No address**

Tricky set of questions those. Yes, on paper the Falcon's specifications do look impressive, but I think you're asking the wrong questions, frankly.

The prime question is not 'how good is the Falcon' but 'how many people are going to buy the thing?'

The one factor that's most important in this is the support of the software houses, and I have to tell you that their reaction to the Falcon has been low-key to say the

least. There has been much muttering about Atari's marketing ineptitude (mostly involving the decision to put it in an ST-style case, and the time it's taken to get an ST successor together).

But the most important thing is that the Falcon can't run any ST software. The A1200 can run Amiga software (well, most of the time) and the software houses are going to take some convincing to invest the time in rewriting top titles to work on a poorly supported machine owned by a company whose track record over the last few years has been patchy to say the least.

My advice in all situations is this – wait. Never ever buy a new machine, particularly if it's a brand spanking new one with more bells and whistles than ever before. The most successful machines are not always the most technologically advanced ones – but the ones which will do what most people who use them want them to do.

## Coverdisk enquiry

I have been reading Amiga Action for quite some time now and I have come to the conclusion that some people don't like the disks and the demos on them.

So why not ask the readers to 'review' the demos on the coverdisks themselves? If the comments are taken seriously, print some of them. All this might give you some idea of what the readers really want.

**Tim Timmermans, Belgium**

It's an interesting idea, Tim, but we couldn't do it for one very practical reason – time.

Often, we don't know what the coverdisks are going to be until a few days before the master disk goes to the duplicators, and there just wouldn't be enough time to find out what our readers thought of them.

Also, being honest, all the mags are very cagey about who knows

# SPEAKERS CORNER

Thanks to those people who replied to the 'On the Soapbox' boxes on the Waxworks and Sleepwalker reviews. Keep them coming in – and don't wait for us to start an argument either!

## Can't compare

I have just read what you've written about graphic and text adventures. You can't compare the two – it's like comparing a book to a video!

Remember Nord 'n' Ber? An adventure based entirely around word play? That would not have been possible in text. Or how about the Dark puzzle in Hitchhikers?

On the other hand, could you have imagined all those wonderful moments of animation like Guybrush's fight with Carla? Or the Highwayman in Enchantia?

Finally your point about when coming to a door – you could type 'Look through keyhole' etc. If you have an informative parser, like in Hitchhikers, this could be a real joy. But a lot of the times you were just trying to think your way around a bad parser.

**Simon Dominguez, Essex**

You make a good set of points there, but I think our point was that all you can get nowadays are graphic adventures. Nobody makes text-based ones anymore! You still get to choose between videos and books, but not between text and graphics adventures now! Anyway, my all-time favourite was Espionage Island on the Speccy.

what goes on the disks as a competitor could easily spoil our plans if they knew in advance what we were going to go with. But thanks for the idea anyway.

connecting an interface of some sort to it?

**Stephen Rock, Aylesbury**

Unfortunately, the answer is no. The A1200 is a major improvement over the A500 and incorporates a new processor, sound and graphics chips and really only bears a passing acquaintance with the old technology employed in the A500. You can forget about even trying.

## Scoring solution

Please can you lower the overall score because the scores you are giving to games are, well, HIGH!

**Lee Walker, Wrexham**

The scores we give to games are, as you'd expect, the most contentious part of the mag. I won't claim that we're always perfect, but we have been reviewing the way we score our games recently, so I hope that everyone will soon be much happier about the scores we give (some chance!).

## Yet more A1200 angst

I have owned an A500 for more than three years, and have become interested in the A1200 recently.

I would like to know if there's any way I could upgrade my existing A500 to an A1200 by

## Send your letters to:

**Nick Merritt,  
Talkback,  
Amiga Action,  
Europa House,  
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**You can also  
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## NOTE TO OUR READERS

Following recent insulting comments in One of our competitors that Amiga Action makes good toilet paper, we'd just like to point out that we wouldn't recommend using Amiga Action in this way as it is likely to lead to piles. Besides you can get Dixel Kittensoft for approximately £3 less (without three coverdisks mind).



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# SUPER ACTION

**OUT** APRIL 1



# Boggit's

They seek him here, they seek him there.  
Those Frenchies seek him everywhere. Is  
he in Heaven, or is he in Hell? That  
damned, elusive, er... Boggit!

**W**ell have you bought your A1200 yet? Damn and blast them all I say. Isn't it typical? For months you save up your pennies in the old wine jug, you stay away from the inns and gambling dens, you eat fallen apples from the orchard rather than buy ready-made pies, and finally you buy that hard disk you always promised yourself. Then just when you thought you had reached Nirvana, they bring out a new computer which makes your whole system redundant.

Hand me my quill pen and a bucket of prussic acid, then stand well back, for I'm in just the right mood to pen a few lines on the state of the World, the Universe and every damn thing!

## Legends of Valour

'It was a long time coming and I'm still not sure if it was worth the wait', as the actress said to the bishop!

*Legends of Valour* is a large and expensive game which was launched amidst many fanfares from the game's publishers, but received confused reviews from the computer press (including ourselves in the last issue).

Some reviewers report that the game is the greatest thing since sliced Trolls, and others damn it with faint praise. So far I've only played the game for about three hours, but I just know I'm never going to play it again unless someone gives me a damn good reason as to why I should.

*Legends* is a game which asks a lot from the Amiga A500 – and it never gets a satisfactory reply. The machine simply can't hack it.

In an effort to get some sort of game going they have reduced the size of the main display to that of a postage stamp. The colours are garish, the graphics are blocky, and within a very few minutes I had seen quite enough of bare rooms whose walls have been painted bright yellow with orange blotches.

Wandering around the city you feel as if you are looking at the world through the eye-slits in Ned Kelly's helmet. Within an hour my eyeballs felt red raw from peering at the screen. I've no doubt that if an employer asked his workers to use such software as part of their job, he would be hauled before the courts by the Health and Safety Executive.

The game's world is obviously enormous and no doubt the many quests it contains could keep you occupied till the cows knock off from work, but for me it has no 'wow' factor.

I felt no urge to keep moving forward to find out what's waiting just around the bend in the road. I had the same feeling that I experienced in the space adventure *Damocles*. That game had a whole universe which was full of buildings with bare rooms. It was huge and soulless. True this game has inhabitants, lots of them in fact, but they I didn't believe in any of them.

I read that the game plays very differently on the A1200 as its powerful processor happily throws the graphics around like a drunken sailor. Well I'm very pleased for them I'm sure, and I hope they enjoy it. (He hissed through gritted teeth.)

This game is a product of the same mind that created *Corporation*. That too was a title whose world scrolled around you as you moved. That too had lots of monsters patrolling a computer-generated landscape, and that too tended to be 'ploddy' and dull. I could write more, but my ruddy eyes are still smarting!

## Eye of the Beholder III

Well it's now official, there is an IBM PC version of the *Eye of the Beholder III* in the making. I haven't seen any confirmation that there will be an Amiga version but I've little doubt that there will. The game is called *Assault on Myth Drannor* – and it's set in a ruined city in the *Forgotten Realms*. The game is 50 percent larger than its predecessor and it has 35 new monsters.

The action will take place in various locations including a forest, mausoleum, temple and several guilds. I've no doubt it will be a great game, because these boys have found what works, and they know what they are doing.

▲ Boggit has cast his jaundiced eye over the *Legend of Valour*, but all he got for his troubles was a headache.





**I**t was three years ago that I first thought of the cunning plan to insult everyone until the mail stopped but now I'm seriously beginning to think I miscalculated somewhere!

## Zak McKracken

After the Christmas holidays I went down to my local computer shop and bought Zak McKracken and the Alien Mindbenders. I didn't know what to expect as I had never heard of it before. After many hours of playing I decided that this is the best adventure game I've ever come across.

The graphics are cute, the plot of the game is very funny and the puzzle solving is spot-on. However like all game-players, I've got myself stuck. I've collected the blue crystal, the glowing object and one piece of the crystal shard. Now tell me how do I get the crystal shard out of the statue in the temple?

I hope you are sensible enough to answer this question because if you don't I will burn down the Great Wood and leave



you without a home. Then I'll pluck all of the feathers out of your owl and make you eat them until you choke.

Yours faithfully

Andrew Griffiths, Dyfed

Are we talking the same language here? You threaten to destroy my whole world and then end with 'Yours faithfully'! What a proper little gentleman you are.

I could tell you that the crystal will be released when you draw a design on the statue which resembles the one which you can find on Mars, but I don't suppose that would help as you haven't been there.

Once you've got the blue crystal, you should have returned to San Francisco and made your way to the Society for Ancient Wisdom on 14th Avenue.

At the beginning of the game you should have noted the girl on TV advising you to drop all artifacts in the slot at the Society's headquarters. Having done this you'll meet Annie. Your next step

## Star Letter

**I** don't usually write to magazines, but thought I had to write to you, since your opinion is the only one worth considering, concerning what I have to say.

Cast your mind back to the days when adventures were far and few, and most of them were crap. Two names stood out amongst the rubbish, and these were INFOCOM and SIERRA.

In those days text parsers ruled the adventure but look now. EVERY adventure game uses icons!!! "It gets rid of the bad parser syndrome" most say. But look at Hitchhiker's Guide To The Galaxy, Trinity, Space Quest I, II & III, Corruption and Fish! I had no parser trouble! Graphic Adventures are just too easy (i.e. Lure of the Temptress, Curse of Enchantia, Monkey I & II etc.). All you have to do if you're stuck is try combining all of the commands together.

I did like the Monkey Island games, in fact I loved them, but these systems are just getting smaller. Eventually Give, Open, Close, Push and Pull will all become Use. Ridiculous? Well take a look at Kyrandia!

Yes, Lucasfilm games are good, indeed ever since the console, adventure games are rife because even a CD console cannot support a full scale adventure. But please, we're not all fans of the new system. I'm sure you'll agree when I say that a one-disk Infocom was much bigger and harder than an 11 disk Lucasfilm.

So please, BRING BACK TEXT!

Niall Carey, Dublin (You can see more on this in Talkback this month - Ed.)

My old Mum used to say, 'Time and Tide wait for no man'.

Mind you, she was as mad as a March Hare and no one paid her any attention.

I recall going to listen to a group of text adventure writers lecturing about the future of adventure games, and they said that putting graphics into an adventure was a complete waste of time, as it served no purpose and it would never catch on. Well so much for informed wisdom.

You're quite right that one text adventure disk can contain a much larger game than an 11 disk graphic adventure, and in a perfect world both options would be available.

I do remember the excitement of the old text adventures, but even I'll admit that it's almost impossible to look backwards without peering through rose-coloured spectacles. The snag is that there isn't enough demand for text adventures. There are oodles of Public Domain games written by enthusiasts, but in the main the quality leaves a lot to be desired.

To make text games viable they need to be sold in the High Street stores, and this is never going to happen because the big stores refuse to stock them. These shops have a large say in what can be produced nowadays. Just try selling a game in America which has a illustration of a demon on the box.

It's also very difficult for a publisher to persuade the big chains to sell a new computer mag unless it has a cover disk attached. Lots of people don't want to pay an extra pound for a 'free' disk, but the magazines are pressurised into doing them now. So you see, not everything is my fault.

Seeing as how you like text adventures, I'm sending the last one Infocom produced - Arthur. I hope you like it.



## kwik kwip

1st Atari User: This match won't light.

2nd Atari User: What's the matter with it?

1st Atari User: Dunno, it worked last time.

is to visit the Guru in Katmandu and he will explain things.

### Kings Quest V

*At a recent computer exhibition I bought Sierra's Kings Quest V for £9.99. I think it is brilliant (apart from the disk swapping) but I'm stuck at a point not far from the beginning. I am in the forest and have come to a point where there is a large rock-like creature barring my way. If I go the other way I come to a castle. Here is a witch who turns me into a frog.*

*Also, when I wrote to you a few issues ago regarding the Curse of Enchantia, you began your reply with, "Well, Hot Lips". I would like to know what you meant by that?*

*P.S. Could I have your recipe for Spiced Elderberry wine?*

Sean Houlihan, Herts

You are obviously the only person in the Western world who hasn't watched M.A.S.H. on the television, or you would know who Hot Lips Houlihan is.

You say that you are stuck in the forest "near the beginning". That statement tells me that you are trying to solve the wrong part first. You cannot get past the witch until much later in the game (i.e. until you have found the brass bottle).

What you must do first is go to town and find the fisherman. Behind him is a barrel with a fish in it. Now find the bear and give him the fish. Your way is now clear to meet Queen Beatrice. Find a stick nearby and this will help you obtain some honey. Keep going left and you'll find the desert. The desert is a dangerous place, but it must be explored carefully.

As for my spiced elderberry wine recipe, I'm afraid that it is a family secret which has been handed down through generations of Boggits and only spoken of during death-bed confessions. We also take a sacred oath that we will never reveal the recipe upon pain of death. And this is what it is:-

First catch your elderberries (only wild elderberries can be used). Keep them in a box for a couple of days until they are really wild, then place a bushel of them in a black plastic dustbin liner.

Add one spadeful of mixed spice, plus a bucket of water from a wishing well. Mix thoroughly and leave the mash to ferment for a month. Strain the result through an old sock into a jar and take this to the nearest Troll encampment. Sell the brew for as much money as you can get. Then before anyone can ask for their money back, take a bus to Sainsbury's and use the cash to buy the best spiced elderberry wine you can.

### Dune - Revealed

*Salutations O dweller of herbaceous borders and owner of the stupidly long address. I write regarding the matter of the befuddled reader in the March Issue who is having trouble with Dune.*

*When leaving the Seitch with Chani, instead of taking an Onithopter to some exotic location, walk away until you are no longer in sight of any clanking machinery, kiss her and then prompt the computer to 'Wait for evening'.*

*At this point things will get a bit sloppy and watery-eyed, so if you can keep down the contents of your stomach, and just follow the computer's prompts, you'll soon be turning the arid desert into lush, green, country-sick.*

*May I commend you on such an outstanding section, which must surely alone make Amiga Action such brilliant value. I have been playing Adventure RPGs and Strategy games for many years. My first humble beginning was the Hobbit on the glorious Spectrum, and I have enjoyed reasonable success with many games, so what's the chance of reviewing a couple of games?*

Julian Jones, Stockport

Since making the offer of a present for the first human to give me the solution to the *Dune* problem, I have been drowned under the replies which poured in through the G.P.O. (Goblin Post Office).

Since you were amongst the first I will send you a copy of *Ishar - Legend of the Fortress*. Do you smell a rat yet? Well let's just mention in passing that it comes from 'over there' and I want it out of my house!

So you feel you are made of the right stuff to become a game reviewer do you? I assume that you appreciate this means you won't mind sitting up all night writing your review because the evil Editor wants it on his desk by tomorrow, or he'll personally nail your head to the wall if it's late. (And here I am quoting!)

You also won't mind software companies threatening to sue you for every bean you possess for writing rotten things about the game which they have invested thousands of pounds in producing, and which 'everybody' loves except you.

Take my advice, forget about becoming a reviewer and become an Olympic Flag Salesman instead. The money isn't much good, but the hours are magnificent.

### Monkey Island II

*I need to get rid of Largo and I have already got three ingredients, but I still need some of his bodily fluid. I can see the Largo spit on the wall in the bar, but I can't pick it up. I'm a new reader and I think your mag is brilliant. (What do you mean 'HIS' mag! - Ed.)*

Liam Bailey, Bedford

▼ *With everyone complaining about the lousy cooking onboard ship, maybe the soup could do with more body in it. Anyone seen that rat?*



It's not easy to pick up spit is it? I find that it tends to slither through your fingers and run up your sleeve. You could try using a straw, but be very careful, for if you suck too hard.... Yuck!

The only sensible thing to do is pay a visit to Wally the Map-maker in the ship opposite and steal a piece of paper from his pile. You can use this to mop up the mess. Oh God, I think I'm going to be sick.

### Indiana Jones and the Last Crusade

*I have recently bought Indiana Jones and the Last Crusade. I am under Venice and I can't pull the plug, or find the way to the Knight's Tomb. In my inventory is a red cordon, whip, Grail Diary and a hook.*

*In February's edition of AA, a reader mentioned having a key*

Boggit's Domain



in his inventory. Where can I find this key, and does it open the locked chest in Henry's room?

B. Lavender, Gwent

I went to Venice once, but unfortunately I arrived during the rainy season and the streets were flooded. I tried buying a cup of coffee in St. Mark's Square, but the waiter thought I wanted to buy the Cafe. At least if you had heard how much money he wanted for a cup of coffee you would have thought that's what he was selling!

Indy is known as 'The man with the Whip' and that's what he uses to pull the plug out of the ceiling, but first you must insert the hook into it.

The key you seek is stuck to the back of a piece of furniture in Henry's house. I think it was a bookcase, or a dresser. Whatever it is, you can move it and it falls down. You'll find the key is wrapped up in sticky tape and you will have to take it back to your office and dissolve the yucky parcel in a jar of special liquid to free it.



## Bloodwych

I am a 70 year old pensioner enjoying a second childhood playing adventure games on the Amiga. Unfortunately I am stuck on the old game Bloodwych – in the Moon Tower.

I have pressed both Blue and Tan crystals in their respective sockets in the hidden wall and have been around both sides of the dungeon. Each side has a locked door allowing entry to a staircase. The problem is how do I open them? I've not found any keys for these doors.

P.S. I know you have other things to do besides answering letters, but as this is the Euro Year of the OAP, could you please help?

A. Brookes, Manchester



▲ Its an old game now, and not so hot in the graphics department, but there are still adventurers who are battling their way through Bloodwych.

You're almost as old as me! I gave up playing Bloodwych because the small graphics hurt my eyes. What do you use for glasses – milk bottle bottoms? Don't you know that playing computer games can turn you into an aggressive bully-boy? It's true, I saw it on the telly. Does your Mum know that you waste your time playing computer games? I bet she would be ashamed of you.

One of the doors in the Moon Tower can be opened using the magical Magelock Spell. There are only two metal doors in the game that this spell works on. The other is in the Dragon Tower. I'll also give you a clue for the room with the sign, 'First you Rise...' Use a Levitate spell to cross the pit. Also beware of the 'spinner' in the middle of the room which will confuse your direction.

## Future Wars

I'm trapped in the Photocopying Room in Future Wars. I've used my paper on the slot and taken the documents it produces, but I always set off the alarm. At this point some alien 'phazes' me into non-existence. Please don't leave me here.

Paul Rowan, York

The photocopier also serves as a wonderful time-machine. To the

right of the machine there is a large white circle on the floor. When you press the correct button on the machine it activates this circle so that it will transmit anything which enters this area into the future.

All of which brings up an interesting point. Stories that use the idea of humans one day being able to convert the human body into some kind of electrical impulses and transmit this data to another point, have an inbuilt problem.

If it were to become possible, it would mean that this data could also be stored somewhere (e.g. on a computer disk). It also follows that you could then make an identical copy of this data. Now think of the problems that could lead to. Could the world handle 'Two Boggits'? (Aaargh! – Ed.)

## Leisure Suit Larry II

Can you help me with Larry II, because I was doing fine until I had to get into the lifeboat. Now I keep getting burnt and die. I am already wearing the wig, and I've thrown away the Spinach Dip.

Roy Norman, Chelmsford

When you go away on holiday to some sunny part of the world, you first have to go down the town and buy all the things you are going to need. Everyone knows that this trip to town is the best part of your holiday.

Shopping for your bikini and new toothbrush is a lot more fun than the actual holiday itself – which is always a blooming disaster. You also need to buy a big packet of Gastro-Whatsits to help clear up Benidorm Belly, a crate of 'SOFT' toilet paper and a filter to take the larger lumps from the drinking water.

Of course the other important decision is deciding what factor sun-tan oil you need. Personally I always buy a bucket of white-wash because it not only protects me from the sun's rays, but it also scares the other sun-bathers away. I suggest you return to the town and pay a visit to the chemist where you can buy that bottle of sun-screen which is found at the back of the store.

## Knightmare

In the final quest there is a room whose floor is littered with pressure plates and spinners. When you enter this room the wall closes behind you. There are two knights in here, plus an alcove behind an illusion wall. I'm now stuck and don't know what to do.

David Padalino, Leeds

I'm going to push my luck here and rely on my memory, for I have no notes to remind me of what I did. I'm pretty sure that there is another alcove on the wall which had a stick on it. You can exit this room by simply placing the stick on a certain pressure pad. It was one near the centre of the room. As I recall the alcove behind the illusion wall served no purpose at all.

## Captive

I rise through a seething miasma of boiling cigarette smoke and coffee grounds to beg your assistance oh bigoted one, in respect of Mindscape's Captive. Before I continue let me point out that:-

a) I am not French, although my wife is German.

b) She is bigger than you, but then who isn't!

I wrote to Mindscape and they sent me a hint sheet which was of limited use and was rough (but not at all absorbent).

I read YOUR magazine every month, just to see what crazed ramblings your unicellular brain is currently producing. Would you like the address of my psychiatrist? I think you ought to. I used to think I was Napoleon, which was very distressing as I am in fact the Duke of Wellington. Pardon me, I digress.

Now having removed my head from this bucket of raw tripe, where was I? Ah yes, Captive. I'm stuck. Actually I'm stuckety-stuck-stuck.



# Boggit's Bouquet

• if it's bad it deserves smacking. If it's good it deserves praise. If it's really great, it deserves Boggit's Bouquet.

## Abandoned Places 2

No doubt you, like me, have played the demo of *Abandoned Places 2* which was on the recent Amiga Action cover disk. I must confess I was very impressed with it. I think you'll be even more impressed when you find out just how massive the complete game is. I'll

admit that I haven't had time to play the whole thing for more than a few hours, so I won't heap too much praise on it until I poke my nose into a few more corners, but you've got to admit that it's got all the makings of a really good title. The company has promised to send a lorry around with the maps for all the levels – I just hope they're joking.



My team of 3 stuffed gorillas and a superannuated Teddy (honest) are on Salstee (Level 000, Base 5) which is a moon of planet Exony. And although we have explored every inch of the ground floor and the basement where the generator room is, we can't find our way into the eastern part of the first floor.

We found two planet probes in an earlier base, but one disappeared when we landed.

For helping me I'll tell you a tip.

What! Get lost nurse, I'm allowed out of bed now.

Sorry about that, here is the tip. Lure of the Temptress. Don't bother trying to fight the monsters, simply press the Enter key on the keypad.

Robin Nicholas, Brigend

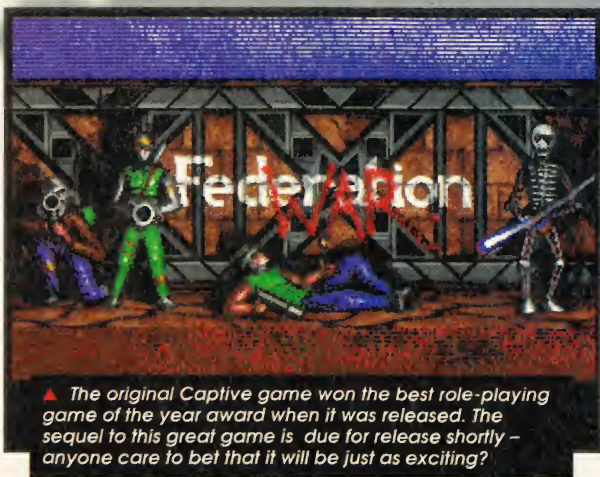
I should point out that the above letter has been heavily censored to protect the innocent. I think I know the answer to your problem but as you are obviously 'two sandwiches short of a picnic' I don't suppose you'll understand it.

This level has a very sneaky problem which catches even those amongst us who are still in touch with reality. There is a hole in the roof which leads to a floor above, but there is no ladder to get you up there.

You can find all the holes with the aid of a mapper device. Start looking about three squares from a blue and white swirly door. You can up through the hole using the Dev-Scape device which switches off gravity and lets you walk on the ceiling. The codes for the gates are PHYDERED, LAPCEPY and EXSOSY.

I take it you've realised that walking on the ceiling allows you to use low-firing weapons against high-flying monsters. Don't worry that your second probe disappeared into nothing – it's supposed to.

Incidentally, tell the nurse that I have agreed that you can now move on to the double-strength tablets.



▲ The original *Captive* game won the best role-playing game of the year award when it was released. The sequel to this great game is due for release shortly – anyone care to bet that it will be just as exciting?



▲ *Nightmare* was the game which followed in the footsteps of Mindscape's *Captive* RPG. This was a game which really gave game-players headaches.

## Bane of the Cosmic Forge

Firstly thank you for your excellent and informative pages. Mind you, other magazines don't offer a lot of competition. (Err.. was that a compliment? – Boggit.)

I bought *Bane of the Cosmic Forge* and I have to agree that it is way ahead of its rivals. I have explored the Castle, the Towers, the Spires, the Mines, the Mountains, the Pyramid, the Wizard's Cave and Lair, but what do I do now?

There is a gate near the top of the Pyramid and I'm sure I need to open it, but how? I think I should use the baubles or bag of sand, but I can't get it. The last thing I found was the 'Horn of Souls' which I have used all over the place to no effect. What do I do with it, apart from sticking it up there!

I would have purchased the hint book, but I can't get hold of it anywhere. The game would be perfect with some improvement in the background graphics, if you could drop things, better auto-mapping, and a few more hints.

Incidentally it's a beautiful day here today, about 30 degrees centigrade, so I guess it's time to throw another gnome on the barbie. Bye!

Clint Mullins, South Australia

I wish someone would throw me on top of barbie, I think she's got a fabulous body. Have you ever tried looking up a Barbie doll's dress. I defy you to do it and not feel ashamed of yourself.

Excuse me, I'll just step outside for a moment and throw myself into the wishing well.

Now where was I? Oh yes, the gate with the beast emblem. What you must do is wave the Mau Mu Mu idol and the gate will open. This idol is found hidden in the deep recesses of the pyramid. I've looked up the Horn's attributes, but I am no wiser. It isn't a weapon and it does not appear to have any powers, so I can only assume you will need it at some point later in the game.

The use for the baubles lies behind the door, so you will need them very soon. U.S. Gold sell the hint book, have you tried contacting them?

Well I think that's enough butts kicked and dragons slain for this month. I can see through my grimy window that the sun is beginning to set, and its red glow is making the trees of the Great Wood look as if they are on fire. Perhaps if I move my old bones fast enough there will be time for a short stroll around the glade before it's time for supper. I wonder if Archimedes has eaten all of the liver sausage?

If you are really desperate, you could write to:-

The Boggit,  
The Old Blackthorn Tree,  
29, Blackthorn Drive, Larkfield,  
Aylesford, Kent ME20 6NR.

Boggit's Domain



# ACTION

**All the Amiga games released in the last 12 months can be found here! Just read on to find out what's best and worst in each gamesplaying category.**

## ARCADE ADVENTURE

1

### BEAST III

*Psygnosis* £25.99

The superb final instalment in the *Beast* series. But don't shout 'you Beast' too loudly at the screen or the neighbours will wonder what you're up to...



2

### THE CHAOS ENGINE

*Renegade* £25.99

Well-written game, but slightly lacking in variety. The Bitmaps hit the comeback trail.



3

### ASHES OF EMPIRE

*Mirage* £29.99

Civil wars have never been quite so much fun!

4

### D/GENERATION

*Mindscape* £25.99

Initially the graphics may not appeal, due to the fact that they're isometric. We assure you that after just a couple of games you'll be completely hooked.



5

### STORM MASTER

*Silmarils* £29.99

Very weird, very different strategy game. Excellent.

6

### LORDS OF TIME

*Hollyware* £25.99

Quit your job – there's no way you'll want to go outside again!

7

### SWORD OF HONOUR

*Global* £25.99

There are two ways to become a



Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.

8

### INDIANA JONES AND THE FATE OF ATLANTIS

*US Gold* £25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

9

### UNIVERSAL MONSTERS

*Ocean* £25.99

Really, not much has changed in this field gameplay-wise since *Knightlore* on the Spectrum. All the usual features, all the usual frustrations. Not universally good.

10

### DRAGON'S LAIR III

*Readysoft* £29.99

Graphically, so stunning it knocks your teeth out and buries them in the garden. But a little too difficult to get started.



11

### THE RETURN OF MEDUSA

*Starbyte* £19.99

Futuristic *Dungeon Master* clone. We've seen it all before and to a much better standard.

12

### GUY SPY

*Readysoft* £29.99

Some ace graphics don't really save this overpriced spy scenario. A bit lacking in gameplay, really.

## ADVENTURE

1

### MONKEY ISLAND 2

*US Gold* £37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.

2

### LURE OF THE TEMPTRESS

*Virgin* £29.99

Gorgeous graphics, great sound, and it also has great gameplay! If you haven't got the money, tough! It didn't quite defeat *Monkey Island 2*, though.

3

### DARK SEED

*Cyberdreams* £35.95

Explore a haunted house and the creepier parts of H.R. Giger's mind in this excellent, if gross, adventure.

4

### INDIANA JONES AND THE FATE OF ATLANTIS (GRAPHIC ADVENTURE)

*US Gold* £37.99

Indy gets his whip out one more time. Can you prevent him from being arrested for indecent exposure? Superb adventure game.



5

### THE LEGEND OF KYRANDIA

*Virgin* £25.99

A great adventure but on nine disks? Aren't things getting a bit out of hand?



# GUIDE

6

## CURSE OF ENCHANTIA

Core Design £34.99

One of the Amiga's finest adventure games. Nice one.



7

## FLAMES OF FREEDOM

MicroProse £34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.

8

## THE LOST TREASURES OF INFOCOM

Activision £29.99

Fantastic collection of some of the best text-based adventures around. Worth buying for the *Hitchhiker's Guide* alone. Wonder what Boggit makes of this collection?

9

## DUNE

Virgin £29.99

Interesting crossover of adventure and strategy. *Dune* fans will love this so if you don't know what *Dune* is about, now's your chance.



10

## KGB

Virgin £30.99

Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.

11

## WEEN - THE PROPHECY

Coktel Vision £25.99

Very weird, very different game. Nonetheless, an excellent release.

12

## BAT II

Ubi Soft £34.99

If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

13

## HOOK

Ocean £25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.



14

## FASCINATION

Digital Integration £29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

## SHOOT'EM-UP

1

## ALIEN BREED '92

Team 17 £10.99

Budget version of the ace blaster, much improved. Now contains different and more expansive levels, hence wipes the floor with other alien annihilators. Hope you got our solution in April's issue of AA!



2

## WALKER

Psygnosis £29.99

Simple, addictive shoot'em-up where death is the aim and blood is the game. Not quite up to *Project-X* standards, but a worthy challenger. Bit pricey though.

3

## WING COMMANDER

Mindscape £34.99

Forget about playing this on an A500. Invest in an A1200, and you won't regret buying this space-based 3D shooter.



4

## EPIC

Ocean £29.99

It certainly is. Buy it.

5

## FIREFORCE

ICE £25.99

If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

6

## AMNIO

Psygnosis £24.99

Multi-directional shoot'em-up that offers you a good all-rounder.

7

## LETHAL XCESS

Grandslam £25.99

Worthy sequel to *Wings of Death*, but doesn't quite have the firepower to propel it into the first division.

8

## HOSTILE BREED

Palace £25.99

Attempts to be original in the horizontal scrolling shoot'em-up dept can be very successful, or utterly disastrous. This somehow manages to fall in between the two.



9

## WRECKERS

Audiogenic £24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good attempt though.

10

## ALIEN STORM

US Gold £25.99

It doesn't and never could have lived up to the ace action and excitement of the arcade original.

11

## CYBERBLAST

Innerprise Software £25.99

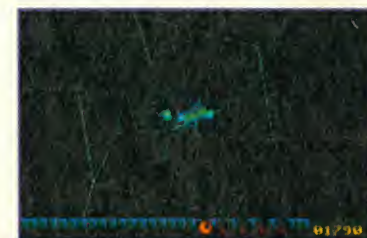
Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

12

## AQUAVENTURA

Psygnosis £25.99

A sea of disappointment awaits in this ocean-based title. Play this and get that sinking feeling.





13

## THE OATH

Soundware £25.99

Why is it called *The Oath*? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?



14

## G-LOC

US Gold £25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.

15

## COOL WORLD

Ocean £25.99

Based on the film which even the cartoon characters avoided mentioning in their CVs, this game is duller than being stuck in an igloo with a really dull person.



16

## DALEK ATTACK

Alternative Software £16.99

Take on the role of the Doctor and save the world from the Dalek menace. Alternatively, buy a few planks of wood and build a staircase or two. It has the same effect. By the way, anyone seen the old Dr. Who re-runs? Sad, eh?



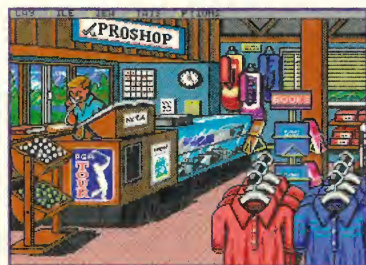
## SPORTS SIMULATION

1

### PGA TOUR GOLF

Electronic Arts £25.99

One of the best golf sims available, but if you don't like golf, forget it.



2

### SENSIBLE SOCCER

Renegade £25.99

Fast-paced soccer game. If you hate the *Kick Off* series but enjoy football, this game is for you.

3

### ARCHER MACLEAN'S POOL

Virgin £25.99

Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

4

### PREMIER MANAGER

Gremlin £25.99

This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

5

### LINKS

Access £29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?

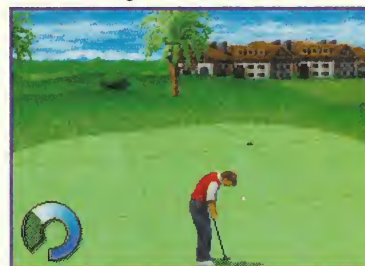
6

### NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam £34.99

Played this a bit more recently and we're afraid it misses more than hits

now. Sloppy programming and too hard for beginners, it's a shame.



7

### REBEL RACER

Starbyte £25.99

Tron light cycles rip-off on an original 3D tip. (What does that mean? Ed.) We like it – not a lot of other people will.

8

### INTERNATIONAL SPORTS CHALLENGE

Empire £29.99

Average sports game for average sports gamers. Lots of unusual features to keep you busy.

9

### TV SPORTS BASEBALL

Mindscape £29.99

Okay ball slugger.

10

### CARL LEWIS CHALLENGE

Psygnosis £25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!



11

### MEGA SPORTS

US Gold £25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again. What a prospect...

12

## LIVERPOOL

Grandslam £25.99

Good football sim, with all the usual features.

13

## WINTER SUPER SPORTS

Flair £25.99

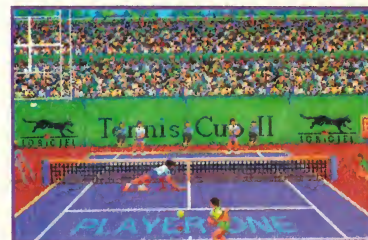
Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

14

## TENNIS CUP

Loricel £25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

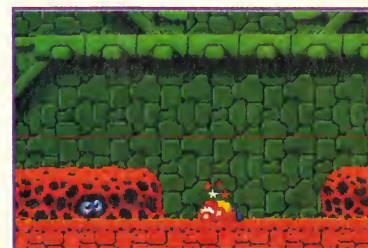


15

## THE AQUATIC GAMES

Millennium £25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaise filler'? – Hilarious Ed.)



16

## STRIKER

Rage £25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout for the money, but a long way to go to topple *Kick Off 2* from the Best Ever award.



17

**CHAMPIONSHIP MANAGER***Domark* £29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

18

**GRAHAM TAYLOR'S SOCCER CHALLENGE***Krisalis* £25.99

The Challenge is to guess how GT got the England Manager's job.

19

**EURO SOCCER***Flair* £25.99

Basic footy sim.



20

**EUROPEAN FOOTBALL CHAMP***Domark* £25.99

It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective.

21

**LEEDS UNITED***CDS* £29.99

Forget about the League. This game doesn't even get into the stadium.



22

**CALIFORNIA GAMES II***US Gold* £25.99

I wish we could all be Californian.

Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

23

**ESPANIA '92***Ocean* £29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea but a naff game.



24

**JOHN BARNES EUROPEAN FOOTBALL***Krisalis* £25.99

Run of the mill football game endorsed by one of the country's greatest players. And it's a lot cheaper than buying a Sky dish next year...



25

**SUPER SKI 2***Microids* £24.99

Several average wintry-type sporting events in this middle of the road game. Get out your woolly scarf and smother it.

26

**ROBIN SMITH'S INTERNATIONAL CRICKET***Challenge* £25.99

Only so-so, even if you like cricket. As we don't, you can imagine how much we liked this.

27

**EUROPEAN CHAMPIONS***Idea* £25.99

The only dribbling you're likely to

do in this is because your mouth is open in amazement at such a lousy footy game.

28

**FACE OFF ICE HOCKEY***Krisalis* £25.99

Oiling your body for combat should be more fun than this. We think. Somehow, this manages to make Ice Hockey look more like Curling.



29

**WILD WHEELS***Ocean* £24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. Most gruesome and one that Ocean should forget.



1

**REACH FOR THE SKIES***Virgin* £29.99

The best flight sim currently available on the Amiga.



2

**GUNSHIP 2000***MicroProse* £34.99

Ace helicopter sim which blows holes in all the opposition.

3

**COMBAT AIR PATROL***Psygnosis* £29.99

Sick people who got off on The

Gulf War – The Magazine will be itching to get their hands on this Saddam simulation. Although taste-wise it's a bit dubious, technically, it's not bad.



4

**SHUTTLE***Virgin* £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

5

**A10 TANK KILLER V1.5***Dynamix* £34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

6

**AIR SUPPORT***Psygnosis* £25.99

Who'd have thought a wire frame flight sim could be so good? Well, us for a start!

7

**FIGHTER DUEL PRO***Jaeger Software* \$59.95

Import-only flight sim. Not bad but nothing special.

8

**AV-8B HARRIER ASSAULT***Domark* £34.99

If this game was a real-life aircraft, they'd have made disaster movies about it. Not very good.





## RACING

1

### FORMULA 1 GRAND PRIX

*MicroProse* £34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.



2

### NO SECOND PRIZE

*Thalion* £25.99

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3

### LOTUS III THE ULTIMATE CHALLENGE

*Gremlin* £25.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



4

### CRAZY CARS 3

*Titus* £25.99

An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

5

### NIGEL MANSELL'S WORLD CHAMPIONSHIP

*Gremlin* £29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium.

6

### JAGUAR

*Core Design* £25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.

7

### ROAD RASH

*Electronic Arts* £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

8

### RED ZONE

*Psygnosis* £25.99

The Red Zone – that area where you fall off your motorbike and the other riders fail to see you.

## BEAT'EM-UP

1

### BODY BLOWS

*Team 17* £25.99

After the disappointment of the Amiga version of *Streets of Rage II*, Team 17 knock out the competition with a low blow. Excellent.

2

### STREETFIGHTER II

*US Gold* £25.99

Slick game which kicks the heads in of most other beat'em-ups around. The Amiga version fails to live up to the hype though, which is a pity when you see what Team 17 were able to come up with.



3

### WWF EUROPEAN RAMPAGE TOUR

*Ocean* £25.99

Resembles wrestling about as much as a car crash resembles a neat idea in recycling. Not wildly good.

## STRATEGY

1

### CIVILISATION

*MicroProse* £34.99

Quite a superb addition to the god business, from the game gods themselves.

2

### CAESAR

*Impressions* £29.99

Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire.

3

### UTOPIA

*Gremlin* £29.99

Detailed and engrossing space-operatic affair which brings together the best of *Sim City* and *Populous*. A bit tough for some, but worthy of more cerebral gamers.



4

### CAMPAIGN

*Empire* £34.99

Huge strat number lived by the odd arcade sequence. Engrossing and worth a squint.

5

### PERFECT GENERAL

*Ubi Soft* £30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for data disks which are now available.

6

### DREADNOUGHTS

*Turcan Research* £29.99

3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here!

7

### SIM EARTH

*Ocean* £39.99

The manual for this took half a rainforest to make, so bear that in mind when you have to juggle the world's resources in this sequel to *Sim Ant*.



8

### RAGNAROK

*Mirage* £25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual. Give it a go.

9

### SABRE TEAM

*Krisalis* £25.99

Be a SAS man and bring messages of peace and harmony the world. Or something. Interesting strategy game with plenty of killing involved.

10

### SIM CITY

*Infogrames* £29.99

More cities, same gameplay. And they charged £30 for it. Well, our wallets are real, not simulated, and they weren't happy.

11

### ROME AD92

*Millennium* £29.99

Rome if you want to... Okay, a bad joke, but the game's good and fun. Check it out.

12

### VENGEANCE OF EXCALIBUR

*Virgin* £29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.



**13****VIKINGS***Krisalis* £24.99

Strap on that horned helmet and go and conquer the world! An okay strat egy game – at least you don't have to wear the ridiculous clothes, but we wouldn't rush.

**14****FLOOR 13***Virgin* £24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to Number 10.

**15****AIR BUCKS***Impressions* £25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

**16****RAMPART***Domark* £25.99

£26 seems like a lot of money to spend for just 5 minutes of entertainment. That is unless you live in King's Cross or something...

**17****DISCOVERY IN THE STEPS OF COLUMBUS***Impressions* £24.99

Explore the New World, kill lots of natives and the like. Should've been better.

**18****WARRIORS OF RELEYNE***Impressions* £25.99

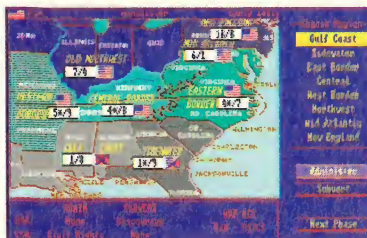
Pretty standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

**19****SIMANT***Ocean* £34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

**20****NO GREATER GLORY***SSI* £25.99

Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.

**21****MAGIC WORLDS***Daze Marketing* £25.99

RPG warriors/ heroes/tough nuts, this is a collection for you!

**22****SAMURAI - THE WAY OF THE WARRIOR***Impressions* £24.99

Wooden armor and razor-sharp katanas meet horsemen with bows in this bland wargame.

**23****CONFLICT KOREA***SSI* £29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything particularly worth fighting over, but some people might like it.

**1****RULES OF ENGAGEMENT***Mindcraft* £25.99

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

**2****TRANSARCTICA***Daze* £29.99

Get on the train gang as you juggle with planetary resources in this Silmarils sizzler.

**3****GALACTIC EMPIRE***Tomahawk* £25.99

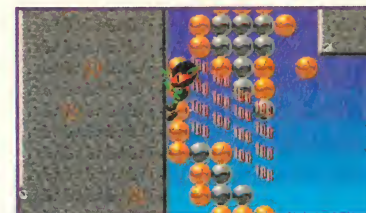
A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

**4****CYTRON***Psygnosis* £25.99

The sort of game you'll be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do – even then, there's always the car to clean.

**1****ZOOL***Gremlin* £25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick *Sonic the Hedgehog*'s ass.

**2****ASSASSIN***Team 17* £25.99

Assassin exterminates all the competition in this beat'em-up platformer.

**3****THE ADDAMS FAMILY***Ocean* £25.99

They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun!

**4****FIRE & ICE***Renegade* £25.99

Sigh, not another platform game... This one is different. Graphically excellent with great sound.

**5****PREMIERE***Core Design* £25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?

**6****PUTTY***System 3* £25.99

We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game.

**7****JIM POWER***Loriciel* £25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

**8****CHUCK ROCK II - SON OF CHUCK***Core Design* £25.99

Well-executed platformer, sequel to the excellent original. Nothing really exceptional about this, but it keeps Core's reputation afloat in the meantime.

**9****SLEEPWALKER***Ocean* £25.99

Humorous but slightly samey Comic Relief tie-in. Kind of describes Comic Relief itself, we suppose, but it would be churlish to gripe about something charitable.



9

## CREATURES

*Thalamus* £25.99

Old C64 game makes a triumphant conversion onto the Amiga.

10

## LIONHEART

*Thalion* £25.99

Well-presented platformer let down only by being a bit too easy.

11

## DELIVERANCE - STORM LORD 2

*21st Century* £25.99

Nice graphics and nice sound put this platform game up at the top with the big boys.

12

## TROLLS

*Flair* £25.99

The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago.



13

## RISKY WOODS

*Elect Arts/Dynamics* £19.99

Another quality product from EA.

14

## MCDONALD'S LAND

*Virgin* £25.99

A worrying new trend is stalking the world of computers. Product placement hits the big time in this stomach churning release.



15

## ELF

*Ocean* £24.99

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean.

16

## BC KID

*Ubi Soft* £25.99

Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stain Devils for.

17

## JOE AND MAC

*Platform* £25.99

Rescue your kidnapped love in this Caveman caper. Comes into its own in two-player mode.

18

## LETHAL WEAPON

*Ocean* £25.99

Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis. OK but sadly lacking in variety.

19

## CRYSTAL KINGDOM DIZZY

*Codemasters* £19.99

Although it's probably the best Dizzy game so far, it lacks the clout to take on the best full-pricers.

20

## DOJO DAN

*Europress Software* £25.95

Middleweight platformer which lacks the clout to put a dent in the opposition. A pity.

21

## UGH!

*Play Byte* £25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department.

22

## TEARAWAY THOMAS

*Soundware* £25.99

More frustrating than being locked in a room and glued to the ceiling. Avoid..

23

## DOODLE BUG

*Core Design* £25.99

Core slip up with this release. Sub Sonic in every sense.

24

## CAPTAIN DYNAMO

*CodeMasters* £7.99

Well worth breaking into £10 for.

25

## HOI

*Software Business* £25.99

Don't expect much from these green screen heroes.

26

## COOL CROC TWINS

*Arcade Masters* £25.99

Why do we get wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

27

## CRAZY SEASONS

*Idea* £25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

## PUZZLE & QUIZ

1

## LEMMINGS 2

*Psygnosis* £29.99

The latest *Lemmings* fails to disappoint - in a big way. It's so good we're not even going to tell you how good it is. Buy it and see for yourselves.

2

## BILL'S TOMATO GAME

*Psygnosis* £25.99

Fruity number (groan) ripe (aargh) for the plucking (mfrmbble).

3

## TRODDLERS

*The Sales Curve* £25.99

Throw yourself off a cliff in style.

4

## PUSH OVER

*Ocean* £25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

5

## GOBLIINS 2

*Coktel Vision* £29.99

Sequel to *Gobliins*. Excellent.



6

## WIZKID

*Ocean* £25.99

Great graphics and silly fun abound in this vegetable-based game. Yes, we did say vegetable. Honestly.

7

## GOBLIINS

*Dream Factory* £25.99

A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of our gardens. (*You feeling all right?* - *Concerned Ed.*). Not as good as its sequel though.

8

## BUGBOMBER

*Kingsoft* £24.99

Strangely addictive puzzle bomb'em-up. Check it out.



9

## CASTLE OF DOCTOR BRAIN

*Sierra* £34.99

Complicated, taxing, impressive.



10

**STEG***Code Masters* £7.99

Slippery fun with a cute slug.



11

**SUPER TETRIS***MicroProse* £29.99Nice blockbusting work from MicroProse in this worthwhile update to the *Tetris* phenomenon. There's an explosive element, too, just to keep things ticking over.

12

**TINY SKWEEKS***Loricel* £26.99

Why is this game lacking in originality? It'll put a smile on your face for a while.

13

**STONE AGE***Grandslam/Eclipse* £25.99

The only puzzle about this is how it got out of the building without being strangled. Typical blocks and shocks rescue number.

14

**LOCOMOTION***Kingsoft* £25.99

A train game with all the interest of a British Rail timetable.

15

**CATCH 'EM***Prestige* £25.99

Dodgy game with puzzle elements.

## ROLE PLAYING

1

**AMBERSTAR***Thalion* £29.99

It's been a pretty lean time for decent RPGs this last few months,

but *Amberstar* bursts on to the scene to put the rest to the sword. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of.

2

**MIGHT AND MAGIC 3***US Gold* £40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.

3

**BANE OF THE COSMIC FORGE***US Gold* £37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing. We don't think we need to say much more than that...

4

**EYE OF THE BEHOLDER II***US Gold* £32.99It's the sequel to the amazing *Eye of the Beholder*, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.

5

**LEGEND***Mindscape* £30.99*Dungeons & Dragons* games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with *Legend*. It's suave, fresh, cool.

6

**PALADIN II***Impressions* £29.99

Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months. Even better than the first, as well.

7

**KNIGHTMARE***Mindscape* £30.99Not much to do with the TV program of the same name but this game will put down most others of the *Dungeon Master* genre.

8

**WAXWORKS***Accolade* £29.99

The computer equivalent of a John Carpenter movie. If you have willies, this will certainly scare them out of you.



9

**POOLS OF DARKNESS***US Gold* £30.99Once again an official *Dungeons & Dragons* product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

10

**SHADOWWORLDS***Krisalis* £25.99

Some frustrating moments but a generally good all-rounder.



11

**STARFLIGHT 2***Electronic Arts* £25.99

Plenty of RPGish teasers. Fans of the original will not be disappointed.

12

**DUNGEON MASTER/ CHAOS STRIKES BACK***Psygnosis* £25.99

A decent couple of titles that still stand up well today. Brings out the devil in you...

13

**EXODUS***DMI* £25.99

An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

13

**SHADOWLANDS***Domark* £25.99

The first in the successful series, it was one of Domark's first excursions into role playing territory. And it was good too!

14

**ISHAR***Silmarils* £29.99

Initially frustrating but stick with it to reap plenty of rewards.



14

**LEGENDS OF VALOUR***US Gold* £39.99

Slow on an A500, ridiculously priced, and obviously aimed at A1200 owners. Why don't the companies come right out and say it, and stop trying to sucker owners of the less powerful machines?

15

**MEGATRAVELLER 2***Empire* £29.99

Good, but we found it too graphically crude and frustrating.

## BAT & BALL

1

**PINBALL FANTASIES***21st Century* £27.99

What a brilliant game. A simple idea, with wild graphics and some loony tunes, this is a must-buy. The awesome sequel to the original.

2

**BUNNY BRICKS***Daze* £25.99

There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds.



# SWAP

Swap for sims / RPGs - Dark Seed with solution book, Legend with solution book, Ashes Of Empire, Populous, F-16 Combat Pilot and Apache Flight. Call K Manning 0923-894178.

Swap Cruise For A Corpse (brand new) and F-15 Strike Eagle (brand new) for Streetfighter II. That's from Alan McCamon, 28 Eastwood Avenue, Stranraer, DG9 8DS, Scotland or telephone 0776-5741.

Dozens of Amiga games for sale. Very cheap, most in mint condition. All genres included. Please write for an extensive list to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ.

I'm looking for Amiga contacts worldwide. Believe me - 100% reply. Just writel Contact Christopher Bura, Ul.Podmiejska 55, 64-100 Leszno, Poland.

Swap Action Replay Mk3 cartridge (1.3 version) for Batman Caped Crusader, Elf and Ghosts & Goblins. Write to Julian Poxon, 95 Maran Way, Thamesmead, Erith, Kent, DA18 4BS.

I will swap the Sports Collection for Zool. I will also swap Bart Vs The Space Mutants + Final Fight for Jaguar XJ220. Will also swap Hook for Links. Phone David Doswell 061-633-9251.

Sega Megadrive with two joypads, Master System converter, nine Megadrive games, five Master System games. Three months old. As new. £300 ono. Contact V Moore, 10 Heol Ddyfrwdy, Johnstown, Wrexham, Clwyd, LL14 2AS or telephone 0978-842761.

Swap: RoboCop 3, Elvira The Arcade Game, F-16 Combat Pilot. Would like: Stealth Fighter, Fire & Ice, PGA Golf, Crazy Cars 3, Rampart, Lotus III. Get in touch

with Jason Beal, 29 Othello Close, Greenstead Estate, Colchester, Essex, CO4 3LB or call 0206-862407.

I have Soccer Stars, Jimmy White's Whirlwind Snooker, Titus The Fox, Shadow Of The Beast II, RoboCop, 1st Division Manager and Pro Boxing. Will swap for almost any good game - must be 500+ compatible. Write to Kenny Mackins, 21 Low Cross Court, Knottingley, West Yorkshire, WF11 9AP.

I will swap Black Crypt, Midwinter and Captive for Eye Of The Beholder II or Silent Service II. Richard Smith, 15 Kings Bastion, Brompton, Gillingham, Kent, ME7 5BX.

I will swap Myth for Putty, Wizkid Monkey Island 2, Robocod or even 25 blank disks. Also willing to swap Kick Off 2 for any of the above. Or £30 for all of them. Telephone Simon Bromwell 051-648-3826.

Will swap Parasol Stars, Mega Twins or Magic Pockets for either Monkey Island 2 or Gobliiins. Call Pete on 0222-520414 after 6pm.

I will swap Doodlebug, Premiere, Wizkid for The Addams Family, Project-X, Blues Brothers. Also Lure Of The Temptress for Monkey Island or any adventure game. Phone Peter Grant 0823-335697.

Sell Rise Of The Dragon, boxed, mint condition £26 ono or swap for Striker, Legend Of Kyrandia or any other decent games. Mathew Biggs, 12 Bramber Road, Ebon, Gosport, Hants, PO12 4EL or call 0706-589931.

Swap Xenon II, DPaint II, Last Ninja II, Fantasy Dizzy, Heroes Of The Lance, F29 Retaliator and Driller for Utopia. From Ryan Wigginton, 78 Nottingham Road, Hucknall, Nottingham or

phone Nottingham 638830.

Can anyone help me? My copy of Move 'Em has been corrupted. Will consider almost any deal to get another working version. Write to Steve Truslove, 3 Cornel Rise, Harrogate, HG3 2XX or call 0423-524660.

Dark Seed (+ tips book). New - £25. Lure Of The Temptress. New for £20 - will consider a swap for good RPG or adventure. (SE London). Give Lisa Ellery a bell on 081-761-2670.

Over 80 Amiga games for sale. Most for £7. All boxed. Call Paul on 081-771-7567.

I'll swap Speedball II for John Madden's '93, Push-Over for Vroom, or Putty for Jaguar XJ220. Contact Frazer Debney on 0580-764944 after 6pm.

I am swapping either Lemmings or Double Dragon for Lotus III, Nigel Mansell or Project-X. Please contact Tim Stobbart on 05394-32059 after 4.30 pm.

I'll swap Nightbreed and Days Of Thunder for two of these: Streetfighter II, Chuck Rock, RoboCop 3, Rampart. Gary Chantler, 11 Newton Road, Landport, Lewes, East Sussex, BN7 2SH or telephone 0273-477773.

For sale: Amiga 500 Plus, 1Mb memory, 12 months old with one year warranty left, Action Replay MkIII, Competition Pro Star joystick, mouse, mouse mat, dustcover, 50 demo disks (PD and Shareware), 15 magazines, Caesar, TV modulator, power supply, GFA Basic, Lemmings, Bart Simpson, Captain Planet, DPaint III, Workbench 2. £300 ono. Telephone Chris Owen 0793-853334 after 6pm.

Amiga 500 1Mb memory. Boxed as new. Includes joystick, mouse and lots of games such as

Streetfighter II (10 games). £230 ono. Call F Cooper 0865-510030.

I would like to swap F-19 Stealth Fighter and F-15 Strike Eagle II for Reach For The Skies or Gunship 2000. Phone Mr Seward 051-928-2392.

I have Beast III, Fire & Ice, Hook and Gary Lineker's Hot Shot. Will swap these games for Zool, Reach For The Skies, Indiana Jones Fate Of Atlantis, Premier Manager, Sleepwalker. Gary Turley, 168 Belfast Road, Newry, County Down, Northern Ireland, BT34 1QX or phone (9) 66428.

Swap BAT, Damocles and Wrath Of The Demon for Larry 5 and Police Quest 3 or Larry 5 and Police Quest 2. Drop a line to Simon Welch, 70 Hartford Road, Bexley, Kent, DA5 1NF.

I will sell Zool for £15 ono. Never used. Telephone 0457-873347 and ask for Nick.

To swap or sell Last Ninja III, RoboCop 2, Beast II, Monkey Island and more. To swap for anything good but preferably Pinball Fantasies, Lotus III, Heimdall, Pang, Populous II, Parasol Stars or Project-X. May consider two for one. Also selling Sega Megadrive, nine games, six months old, two paddles. £200 ono. Call Stephen Wakefield 0384-394151.

Swap Hook, The Addams Family and Epic for Civilisation or Ramparts. Three for one - bargain! Contact R Ivers, 18 Valley Close, Truro, Cornwall or phone 0872-77930.

Irishman willing to swap Monkey Island 2 and Curse Of Enchantia for Lost Treasures Of Infocom in mint condition. Niall Carey, 94 Coolumber Park, Templeogue, Dublin 16, Ireland or call (01) 941463.



# SHOP

I have Lotus Turbo Challenge II and would like to swap it for Dynablaster. Write to Noel Leadbetter, 12 Westbury Crescent, Dover, Kent, CT17 9QQ.

For sale: Sega Game Gear, three games: Sonic The Hedgehog, Donald Duck and Mickey Mouse. Mains adaptor and stereo earphones. All boxed and in perfect condition. Only £125! Phone Alan Watson 0304-852789.

To sell: A500+, 1 meg memory, joystick and mouse, six months old - good condition, over 30 games including F1 Grand Prix, Pinball Fantasies, Alien Breed '92 and Project-X. Also contains DPaint III and two word-processing packages. Only £300. Bargain! Peter Broom, Fforest Villa, Llanddowror, St Clears, Dyfed, Wales, SA33 4HL or call 0994-230977.

I have Streetfighter II, Nick Faldo's Golf, Terminator 2, WWF, Lemmings, Speedball 2, Sensible Soccer 1.1, Another World, F1 Grand Prix, Lotus III, Monkey Island 1 and 2, Heimdall and Lotus II. I will swap for The Manager or Premier Manager and Sim City. Contact David Kelly, 43 Elfod, Mues Canol, Abergelge, Clwyd, North Wales, LL22 7PA.

Okimate20 24-pin colour printer, perfect working condition, original box and instructions. Plus nine colour and four black ribbons. New in sealed packets worth £60. Total price £80 + P&P. Mr PJ Hooper, 25 Mandeville, Orton Goldhay, Peterborough, PE2 5RR. Alternatively, call 0733-236072.

I have Larry 3, Codename Iceman, Birds Of Prey, Thunderhawk, Unreal and Turrican. I would like to get Rise Of The Dragon, Heart Of China or Knights Of The Sky. Telephone

Andreas Karlsson on Sweden 40410616.

Digitizer 2 and colour digitizer for the Amiga 500 Shell for £100, or swap for Morph+ or Game Gear. Wanted: Gameboy games - will pay £10 to £15 or swap. Simon Hobbs, 40 Penrhos Crescent, Rumney, Cardiff, South Wales, CF3 8PB or phone 0222-777511.

Scapeghost and other old text / text and graphic adventure games wanted. Will buy or swap for more recent software. Write to David Lacey, 22 Windmill Way, Tring, Hertfordshire, HP23 4HH.

To swap either Rocket Ranger, Magic Pockets or Treasure Island Dizzy for either Road Rash, Striker, Zool or Speedball 2. Please phone 0524-811550 Monday to Friday after 4pm and ask for J Pink.

Swap Curse Of Enchantia for AV-8B Harrier Assault or F-15 Strike Eagle II. Telephone Alan Gregg 0236-731141.

Swap Curse Of Enchantia for either Lure Of The Temptress, Gunship 2000, Legend Of Kyrandia. Swap others??? Call Simon Carass 0480-214146.

Amiga 500, 1Mb, mouse, joystick, modulator and six games: Nightbreed, Batman, Beast II, RoboCop 2, Total Recall, DPaint II, Days Of Thunder. £250. Phone Martin Kirkham 0273-747649.

Swap: Another World and VideoKid for Goblins 2, Fate Of Atlantis or Pinball Fantasies. Call Alan Fitzgerald after 5pm on 010353-51-85326 or write to Greenville, Kilmacow, Waterford, Ireland.

I'll swap Leisure Suit Larry 3, Streetfighter II or Fire & Ice for Mercenary III or Monkey Island

2. Geoff Jones, 35 Elm Drive, Rayleigh, Essex, S56 8AB or phone 0268-741348.

A500 for sale. 1Mb and Workbench 1.3. With joysticks and original games + mouse. £220 ono. With manuals, disk box and leads. Alex Lea, Wittenham Hill, Little Wittenham, Oxfordshire, OX14 4QZ or telephone 086-730-7717 after 4pm.

I will swap Bart Simpson Vs The Space Mutants, Captain Planet, Jack Nicholas Ultimate Golf + Courses plus either of F19 Stealth Fighter or Espania '92 for Links (HD) + two courses. Phone Duncan Pass 0706-45148.

I will swap Eye Of The Beholder I and II for Money Island 1 and 2. Also swap Crazy Cars 3 for Legends Of Valour, Curse Of Enchantia, The Chaos Engine or Legend Of Kyrandia. From Noya Etete, 7 Poynders Court, Poynders Road, London, SW4 8NL or call 081-675-0527.

Sell Birds Of Prey £12, Lotus Turbo Challenge £8, Super Monaco Grand Prix £6, RBI Baseball Two £10, Striker £15, Ice Hockey, Days Of Thunder, Nightbreed, Shadow Of The Beast II, F-16 Combat Pilot, Steve Davis World Snooker, Lombard RAC Rally £5 each. Fast Break, 3D Tennis, Globetrotter, Jahangir Khan Squash, Super Grand Prix £3 each. Major Motion, Superski £1 each. If you would like a game, please write to Nathan, 25 Peacock Mews, Springvale, Maidstone, Kent, ME16 0AW. All boxed originals.

Swap Monkey Island 2 and Populous II for John Madden's Football, Battle Isle, Knights Of The Sky or any adventure / strategy games you might have. Contact Mark Ellis, 208 Archer Road, Stevenage, Hertfordshire, SG1 5HJ or phone 0438-749160.

I would like to swap Zool for Jaguar XJ220, Bonanza Brothers or Crazy Cars 3. Please contact David Cormie, 49 Daniels Welch, Coffee Hall, Milton Keynes, MK6 5DA or telephone 0908-674408.

Sell Amiga 500 (1 meg). Includes: joystick, mouse and mat, TV modulator, games, Workbench 1.3 and DPaint II. Only £250. Please contact Mark Zawila on 0628-784295.

Games to swap. Curse Of Enchantia for Moonstone or Campaign. Swap MicroProse Grand Prix for Special Forces. Swap Heimdall for Wolfchild. Telephone Gary Coslett 0495-773867.

Wanted: Amiga contacts worldwide! Fast reply. Send lists, letters and disks to Jason Bowness, 20 Myrtle Avenue, Ravensthorpe, England, WF13 3AW.

I've got Zool, Robocod, Dojo Dan and Fire & Ice. I would like Alien 3, Populous or Speedball 2. Telephone Peter 0635-28648.

Swap Monkey Island 2 for Harlequin or similar game. Also swap Lure Of The Temptress for Heimdall or similar game. From Mr Jones, 46 Oakfield Road, Walthamstow, E17 5RW or call 081-523-3567.

Swap Espania '92 and Days Of Thunder for either Project-X, Pro Tennis Tour 2 or Another World. Two for one, not bad, eh! Contact Steven Penney, 2 Smailes Street, Stanley, County Durham, DH9 7NU.

Swap: Grand Prix Circuit, Power Drift and Super Monaco Grand Prix for Road Rash and Lotus III. Or swap Police Quest 3 for Police Quest 1. Sell: Alien Breed '92 £10 ono (boxed with manual). That's from Darren Wibrew, 3a Pedna Carne,



# SWAP SHOP

Higher Fraddon, St Columb,  
Cornwall, TR9 6LF.

Does anyone know the level code  
for Level 3 of Oh No! More  
Lemmings on the Crazy World?  
Call John McGurk after 3pm on  
0475-31760.

I would like to swap Formula 1  
Grand Prix and Putty for Lure Of  
The Temptress and Curse Of  
Enchantia if they work on an  
A600. If not, open to offers for  
other A600 games. Telephone  
Mr P Porter 0379-384054.

I will swap Future Wars, E-  
Motion and Spellbound Dizzy for  
a light gun (compatible with  
Space Gun) or a light pen. Phone  
Stuart Head 0204-305264.

UK SNES for sale, including  
joypad and four classic games.  
Only two months old (unwanted  
present). £180 ono. Also loads  
of Spectrum games (approx 100)  
and colour VDU for use with  
Spectrum. £50. Write to M  
Howard, 27 Upper Road, Foster-  
Clarkes Estate, Maidstone, Kent,  
ME15 7RD.

Swap F19, King's Quest 5 for  
King's Quest 4 or Maddog  
Williams. For sale 3.5 inch disk  
drive. Brand new. £37 ono. Also,  
Monkey Island 2 £20. Phone  
James on 0372-277173 after  
4pm.

I'll swap Curse Of Enchantia,  
Monkey Island 2, Flashback,  
Road Rash, Monkey Island,  
Indiana Jones Adventure for  
Legend Of Kyrandia, Operation  
Stealth, King's Quest 1 to 4,  
Larry 5 and any other top rated  
adventure. Call Steven Finnie  
03302-3752.

I have a pack called Amiga  
Challenge with The Cool Croc  
Twins, Indianapolis 500 and  
Paradroid '90, mint condition.  
Will accept offers over £16 or  
swap for Dream Team pack or  
any good flight sims. Contact  
Timothy Fergusson, 1 The Oaks,  
Old Shore Road, Newtown-  
ards, County Down, Northern  
Ireland, BT23 3NE or please

phone 0247-816065.

Swap Oh No! More Lemmings  
stand alone pack, Puzznic and  
Pinball Dreams. All three for  
either Sabre Team, Pacific  
Islands or Fireforce. Telephone  
Lee on 0732-462179.

Two for one! Will swap Back To  
The Future II and Atomic Robokid  
for Cruise For A Corpse or  
Another World. Phone 0827-  
895361 after 4pm and ask for  
Andrew.

I will swap Powermonger WW1  
Data Disk for Test Drive 2, Test  
Drive 3, Lemmings 2 or Humans.  
Horace Bovey, 90 Bove Town,  
Glastonbury, Somerset, BA6 8JG  
or ring 0458-833033.

I have any kind of game to  
swap. Also, I want to swap any  
game(s) you want with an Action  
Replay 3.40 or upper version.  
Please include manuals. Write to  
Aklen Altinel, Bahcelievler,  
Calislar Cad, Celal Nuri Sok,  
Odulkent B/4 D, 8 Istanbul,  
Turkey.

I will swap Wing Commander  
and G-Loc (brand new) for a  
complete, boxed copy of Elite for  
the A500 plus. Also hard drive  
wanted for same. Telephone  
Richard Guest 0352-712456.

Amiga 500 for sale. Includes  
AS01 RAM upgrade (gives total  
of 1Mb RAM), all original leads,  
manuals etc, 10 games  
including: Lemmings, Oh No!  
More Lemmings, Mega-Lo-  
Mania, Lotus Turbo Challenge II,  
DPaint III and Pen Pal. Everything  
boxed and in very good  
condition. Worth over £700, will  
sell for £290 ono. Phone Chris  
Mount on 0344-844164 after  
3pm any day.

Two for one: Cruise For A  
Corpse and Back To The Future II  
for Premier Manager or Dark  
Seed. Christopher Martin, 10  
Bulwer Road, Kirkby-in-Ashfield,  
Nottinghamshire, NG17 8DR or  
phone 0623-759524.

A500 Workbench 1.3 with 4

Meg memory board, extra drive  
and 50 blank disks. £450 for  
fast sale. Call Jason Smith 0978-  
823566.

I will sell: Beast II and III, Smash  
TV, Paperboy 2, Wrestlemania,  
Kid Gloves, Fantasy World Dizzy  
and Total Recall. Call Toby  
Smooth 0252-733409.

## SWAP SHOP AA44 Pi2

I would like to sell: Jupiter's  
Masterdrive, Rodland, Heroes,  
Fists Of Fury 2 and Pitfighter. All  
for £45. Must collect (Enfield).  
Phone Tim Skinner on 081-292-  
1663 after 4pm weekdays.

For sale - Amiga 500. 1 meg,  
Astra Pack, joystick, software,  
disk boxes, etc. £250.  
Sunderland area only please.  
Ring Andrew Cameron 091-  
528-1139.

Amiga contacts wanted  
worldwide. Please send lists to  
James Shirley, 20 St Johnstone,  
Cowbridge, South Glamorgan,  
Wales, CF7 7HN.

Will swap Heimdall, Monkey  
Island or Lure Of The Temptress  
for Indy - Fate Of Atlantis  
Graphic Adventure version only.  
Get in touch with Elizabeth  
Obiorah, 105 Gilmore Road,  
London, SE13 5AB or call 081-  
318-3309.

I would like to swap my Super  
Nintendo for an Amiga 600. The  
Nintendo has six games, Super  
Scope and games Action Replay  
cartidge, extra pad. Telephone  
David Sloan 0705-816601.

If you've an Amiga computer,  
this is for you. I'm a young  
French male of 22yrs. I'm  
looking for an English penfriend  
to speak about new games on  
the Amiga. Write to Hequet  
Laurent, 30 rue de Rome, 59400  
Cambrai, France.

Amiga 500 for sale with 1Mb  
RAM including approximately 16  
games, joystick and mouse.  
£350 ono. Richard Bindley,  
Maryland, Ton Road, Llangybi,

Gwent or phone 0633-49695.

I'll swap / sell Crazy Cars 3,  
Putty and Wolfchild for Risky  
Woods, Pinball Fantasies. Must  
be in good condition. Please  
phone Chris on 081-961-6920.

Acorn Electron for sale with  
joystick, cassette recorder and  
eight games. Excellent condition.  
Offers please. Contact D J  
Edwards, 13 Bentley Close,  
Rogerstone, Newport, Gwent or  
telephone 0633-893476.

Spectrum 48 wanted. If you  
wanna sell your good ol' Speccy,  
write to me: Steve Owczarek,  
235 Kingswood Drive, Kitchener,  
Ontario, Canada, N2E-1N1.

Oy! You lot out there! I would like  
to swap Assassin, Vroom,  
Dragon Ninja for Premiere and  
Sleepwalker for two weeks.  
Phone Michael Stoneer 0733-  
238444.

I would like to swap ChaseHQ 2  
and Beast II for Monkey Island 2.  
Also, can you give me any tips.  
Sam Clark, 1 Kiln Cottages,  
Higham, Colchester, Essex, CO7  
6JZ or phone 0206-37343 and  
leave a message on the  
answering machine.

I'd like to swap Beast III,  
Harlequin or Lotus III for Project-X  
or sell for £15. Call Lucas Phillips  
0903-200901.

Amiga 500+ with games, one  
disk box, joystick, external disk  
drive. All for sale for only £300  
ono. Nigel Lambert, 44 Crete  
Road, Dibden Purlieu,  
Southampton, Hampshire, SO4  
5JT or ring 0703-843052.

Swap! Captain Planet, Populous I  
and II for Maniac Mansion,  
Hook, Kings Quest, Space Quest  
or Police Quest games. Also Rise  
Of The Dragon and Heimdall for  
Waxworks or any decent  
adventure games. Sean  
Houlihan, 63 Mill Green Road,  
Welwyn Garden City,  
Hertfordshire, AL7 3UX or phone  
0707-391164.

I would like to swap Back To The  
Future 2, Nightbreed, Days Of  
Thunder for Project-X, Leisure Suit  
Larry 3/4 or Kick Off 2 Return To



Europe or Risky Woods. Jamie Smith, Avari Farm, Welsh Road, Ledsham, South Wirral, Cheshire, L66 0NF or telephone 051-339-0376.

Swap Funschool 3 - Age 5 to 7, Elf and Toki. All three for either Funschool 4 - Age 5 to 7 or Noddy's Playtime. Phone Lee on 0732-462179.

For sale, KCS Power PC Board, includes MS DOS 4.1 and all KCS Power Boards upgrades and books, ie; MS DOS Shell and MS DOS. Cost £218. Sell for £120. R G Cameron, 30 Middleton Crescent, Leeds, LS11 6JU.

Final Fight, Nightbreed and Tutles. Three great quality games with manuals. £10 each or £30 for the lot. Write to David Hughes, 1 Stroma Way, Highworth, Swindon, Wiltshire, SN6 7HT.

Manic Mansion desperately wanted! Swap for Indy 3, Space Quest II, Nightmare, Captive, Elvira, Hitchhiker's or Deja Vu. Will consider other old adventures (ie; Deja Vu 2). Simon Dominguez, 21 Mount Hill, Halstead, Essex, CO9 1AF or call 0787-476545.

I have Zool and Streetfighter II (both brilliant condition). Would like to swap for Hunter or Turtles Coin-op. Damian Thompson, 3 Grasmere Close, Hamstead, Birmingham, Warwickshire.

Swap / sell - Robocod, Warzone, Chuck Rock, Eye Of The Beholder, Strider II, Beast II, Voodoo Nightmare, Platinum Collection Max (including SWIV and Turrican II) and many more. Wanted in exchange - The Chaos Engine, Body Blows, Harlequin, Beast III, Eye Of The Beholder II, Chaos Strikes Back, Space Crusade, BC Kid, Lemmings 2, 90 Minutes, Alien Breed '92, Son Of Chuck, Ugh!, Might And Magic III, Elf, Putty, Dark Seed, Waxworks. Contact Ryan Hooper, 53 Margaret Street, Ammanford, Dyfed, SA18 2NP or phone 0269-591637.

Will anyone sell Monkey Island 2, Space Ace 2 or any Dragon's lairs? If you're interested, please

phone Alan on 0642-324403.

Swap Birds Of Prey for Knights Of The Sky. Also swap Alien Breed '92 for Stunt Car Racer or Wings. Will also swap Formula 1 Grand Prix and Pacific Islands for a good flight sim, preferably Battle Of Britain. Write to M Baldwin, 432 Portway, Shirehampton, Bristol, BS11 9UA.

I would like to swap Graham Taylor, Ishar, Jaguar XJ220, Black Crypt. For Hero Quest, any Might And Magic, Dark Queen Of Krynn, Death Knights Of Krynn. Kevin Cooke, 31 Wadgate Road, Felixstowe, Suffolk, IP11 8LU.

Swap / sell Wing Commander and Lure Of The Temptress. Specifically looking for Zool or Monkey Island 2. That's from Steven White, 29 Leven Drive, Hurlford, Ayrshire, Scotland, KA1 5HH or phone 0563-38067.

I have Alien Breed '92 Special Edition and will swap for either Xenon 2, R-Type or Smash TV. Call Stuart Hiscock 0489-895407.

Swap: Knights Of The Sky, Putty, Wizkid, Populous II, Cruise For A Corpse, MicroProse Golf, F1 Grand Prix, Indy Heat plus many others for your: Kyrandia, Black Crypt, Goblins 2, Monkey Island 2, The Chaos Engine, Leisure Suit Larry 3, Bill's Tomato Game, Curse Of Enchantia. Others considered. Contact Danny Avery, 49 York Road, Watford, Hertfordshire, WD4 8BE.

Swap my Premiere, Sensible Soccer v1.1, Putty or Dream Team for any of the following: Titus The Fox, Risky Woods, Leander, Sleepwalker, Wolfchild or Arabian Nights. Also swap my RoboCop 2 for Robin Hood. Telephone Simon on 081-661-1355.

I am prepared to swap A-10 Tank Killer, Lemmings, Epic and lots of budget games. Wanted: Campaign, Larry 1 to 5, Road Rash, Sabre Team. Will consider and swap anything really. Ring Brian

Cameron 041-777-7841.

Amiga 500 for sale, 1 meg expansion, lots of games including Zool, Lotus II, Alien Breed and more. Software worth over £250. Just £290. Phone Dean Richards 081-204-3632.

I would like to buy Star Wars (the unfilled vector version). Will pay any reasonable price for a fairly good condition and well looked after version. Write to Ben Bolland, Walnut Farm, Moor Green, Axbridge, Somerset, BS26 2BD.

Will any helpful adventurers who can assist me on Bane Of The Cosmic Forge please do so. I am stuck in the pyramid. Gregor Smith, 14 Hume Crescent, Bridge Of Allan, Stirling, FK9 4SN or phone 0786-833585.

To swap: Pinball Dreams, Kick Off 2, Hero Quest, Batman, R-Type, Magic Pockets, Speedball 2, Shadow Dancer, Defender Of The Crown, Robocod. Would like any platform games (Harlequin, Titus, etc). All offers considered. Ring L Ashard 071-387-4039.

Swap / sell WWF, Pitfighter,

Jimmy White's Snooker, Wrath Of The Demon, Populous, Super Hang-On and Switchblade, and many more. Contact Simon Silver, 33 Woodlands, Brookmans Park, Hertfordshire, AL9 7AN or call 0707-655375.

For sale: Atari STE 520 upgraded 1Mb. Extra disk drive - built-in blitz copier and virus blocker, 40 games - good condition. £250 ono or will swap for Amiga 500 / 500+ or 600. Please telephone S Figg on 0268-556101.

I will swap Humans for Monkey Island 2, and Bonanza Brothers for Premiere. Darren Kerr, 11 Hanwood Park, Belfast, BT16 0XW or call 0232-486895.

**If you would like to appear in Amiga Action's Swap Shop, write to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP or you can fax your message to 0625-876669 marking it for the attention of Amiga Action.**

**Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (or both).**

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**Name**

**Address**

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**Telephone**

☐ Telephone

☐ Address



# NEXT MONTH...



**Guess who didn't buy AMIGA ACTION last month!**

Phew. What an issue. Luckily we'll be back next month, so look out for **JAMES POND 3, TEAM YANKEE III, SUPERFROG, ALFRED CHICKEN, SUPER CAULDRON, and NO SECOND PRIZE 2.**

We'll be talking to a real megastar – none of this Dame '15 minutes of fame' Edna stuff, but to find out who, you'll have to wait until next month. And also in the next issue of the UK's best-selling Amiga games mag will be a behind-

the-scenes squint at the making of **ZOOL 2** and the first look at **ALIEN BREED 2!**

Remember, there's only one place to get in on the Action! So remember to beg, buy, borrow or steal the next issue, **OUT ON SALE ON MAY 6th!** If you don't, we won't be happy...

# AMIGA ACTION



# THE ACTION ZONE



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Calls cost 36p (cheap) 48p per min (all other times) per min. Max call time 7.5 minutes.

Multiple choice questions, with decider. Please be sure that you have permission to make this call. Ends

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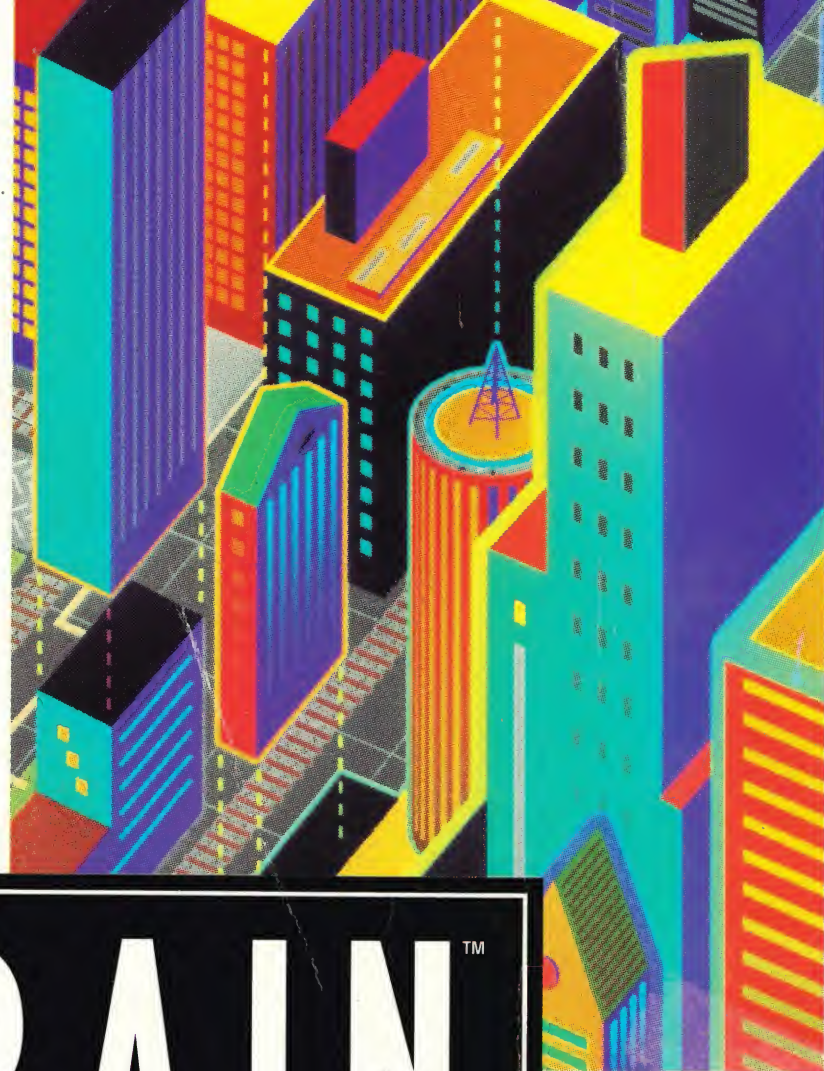


# THE (RAIL) ROAD TO RICHES

CITIES ALL OVER THE WORLD ARE MASSES OF IDLING, POLLUTING, HONKING CARS. WE NEED MASS TRANSIT - BUT LOCAL AND NATIONAL GOVERNMENTS JUST CAN'T GET IT RIGHT. IF YOU CAN CREATE A SUCCESSFUL MASS TRANSIT OPERATION YOU'LL BE DOING THE WORLD A SERVICE AND REAP HUGE FINANCIAL REWARDS - BUT THAT'S ONLY THE BEGINNING...

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# A-TRAIN™

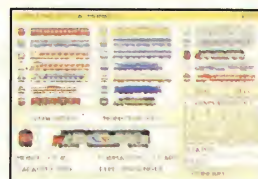
"A-TRAIN may be the best game we have ever played. It is so good that within an hour of opening the box we were hooked. A-TRAIN is easy to learn, and its play is infinitely varied. It rates an A+." LOS ANGELES TIMES



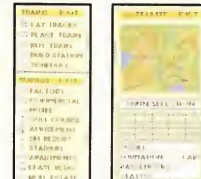
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